

COWBOY BEBOP



ANIME **3** GUIDE





illustrated by TOSHIHIRO KAWAMOTO



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COWBOY BEBOP

Vol.003

Anime
Guide



WE GOT THE JAZZ.

SESSION#12

Jupiter Jazz (Part1)

SESSION#13

Jupiter Jazz (Part2)

SESSION#14

Bohemian Rhapsody

SESSION#15

My Funny Valentine





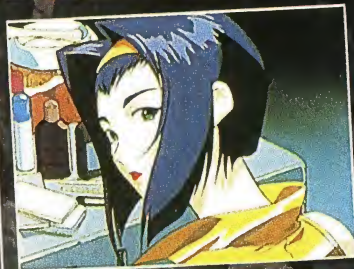
SPIKE SPIEGEL

Birthplace: Mars. Age: 27. Makes his living as a "bounty hunter," capturing wanted criminals and collecting the bounties. In the past, he was a member of the "Red Dragon" syndicate, but the details are sketchy. He has an intense rivalry with Vicious, who was his partner back then, but who is now an executive in the Red Dragons. The cause of that rivalry seems to be a woman named Julia.



JET BLACK

Birthplace: Ganymede. Age: 36. Once an ace cop in the ISSP, he retired after an accident that took his arm, and teamed up with Spike as a bounty hunter. He is bound with Spike in a relationship of unspoken but unshakable mutual trust. But will the events of Sessions 12 & 13 be a turning point in their partnership?



FAYE VALENTINE

A mysterious woman who Spike and Jet first met as a bounty, but before they knew it, she'd made herself right at home on the *Bebop*. Age: 23+. Her past and personal history are completely unknown. However, Session 15 will finally reveal a part of her past. Unbefitting her beautiful outward appearance, she has a rough, belligerent, tomboy personality. Her specialty is swindling.



ED

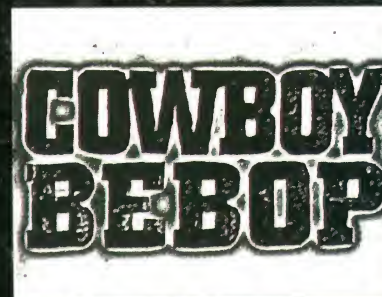
A girl born on Earth. Age: 13. Before she met up with Spike and the others, she was known as the hacker "Radical Edward," but once she found out about the *Bebop*, she forced her way into the crew. She is a genius when it comes to computers, so she helps out Spike and the others by gathering information in cyberspace. Her wriggling body movements and peculiar sensibilities are part of her distinctive character.



EIN

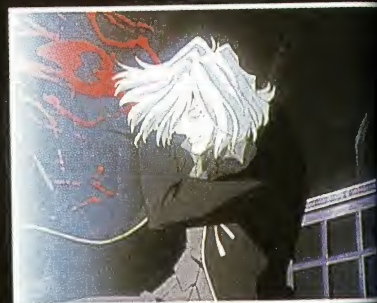
A data dog developed in absolute secrecy by a research institute. He has a high intelligence compared to regular dogs, but since he has no way to express that intelligence, the others on the *Bebop* see him as just an ordinary dog. He seems to get a bit annoyed when Ein makes a toy out of him. Age: 2 (estimated). Male. Breed: Welsh Corgi.

Characters





His old-school way of thinking is reflected even in the weapon he uses. The katana he favors is extraordinarily long and he has survived many fights and battles solely with this blade. Since his skills with the sword are superb, there have been times when he has invaded an enemy syndicate on his own and used nothing but the katana to cut down his enemies.



In Session 5, Vicious set a trap for Spike, and duelled with him in a cathedral. The demonic smile he showed during the battle seemed to bear witness to the violence in his heart... After that battle, it was unknown if he was dead or alive, but he re-appears in Sessions 12 & 13.

Spike's old enemy, who hides a madness inside

An executive in the Red Dragons, he is Spike's most dangerous enemy. He was once Spike's good friend; they fought together and had a friendly rivalry. It seems that several years ago, jealousy over a woman named Julia tore them apart. Since he has a combative, bloodthirsty personality, he is in a tenuous conflict with the more moderate Red Dragon executives. He is very traditional, and seems to harbor dissatisfaction with the commercializing syndicate. Furthermore, he never trusts anyone, and will kill his underlings without even batting an eyelash. It is uncertain whether he is like this by nature or if he became so bloodthirsty because of the matter with Spike. He always wears a cutaway coat, and his pet bird always perches on his shoulder. Age: 27. Birthplace: Unknown.



VICIOUS



GREN.



Gren met up with Vicious on Titan, as members of the same unit. Vicious gave Gren a music box that played a song named "Julia." Gren then learned to play the song on his saxophone. Exactly what was Gren feeling as he played that song?



Although he was originally male, his body became partially female as a side effect of medication he was given. When Faye, who he invited to his room, happened to see him nude, she asked about his sexuality. He answered, "I'm both at once, and neither one," as he approached her with a dubious smile.

A sad past hidden by a smile

A man who makes his living as a sax player in Blue Crow, a city on Jupiter's moon Callisto. His real name is Grencia Mars Elijah Guo Eckener. He has a quiet, suave demeanor. He seems to have a warmth that can charm people in strange ways. Height: 188 cm. Age: 29. Two years ago, he met up with Vicious as a soldier fighting in a civil war on Titan, a satellite of Saturn. He fell into a trap set by Vicious, and was imprisoned as a spy. He suffered insomnia as a result of the mental stress. As a side effect of the medication he was given, Gren developed a hormonal imbalance, and developed feminine features. Later, he broke out of prison, and with a bounty on his head went to Callisto. He met Julia two years ago.



JULIA

Even now, her image is wrapped in mystery



It seems that she once looked after Spike when he was wounded, but no details are known. The story behind the words Spike has often said, "I've already died once," has come out,

but it seems that Julia is evidently involved in the incident.

The woman whose image appears in Spike's memories (Sessions 5, 13) and during the ending theme, she is Spike's old lover, but she evidently had relations with Vicious as well. One can begin to understand the past situation through the images shown during the end credits.

3 years ago, following some sort of falling-out between Vicious and Spike, she disappeared, and her whereabouts have been unknown ever since. She was seen 2 years ago on Callisto, but after that, she disappeared again.

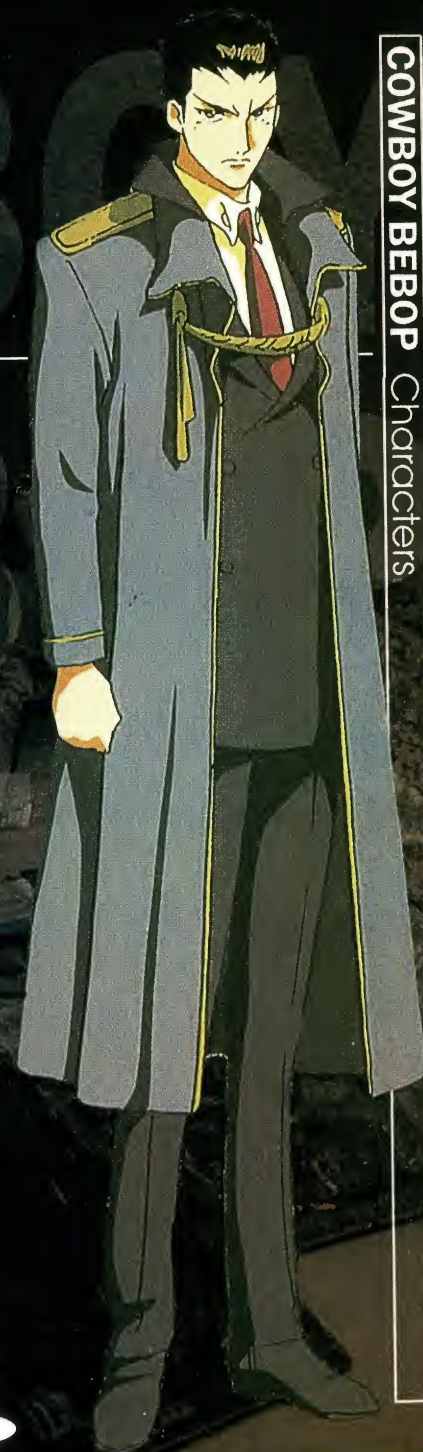
LIN

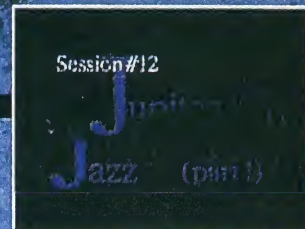
A young, fearless Red Dragon executive



Lin has sworn his loyalty to the syndicate, and considers the orders of the elders absolute. As a result, he is unflinching in fulfilling their orders to perform as Vicious's assistant. For example, he will even fight against Spike, who was once his "older brother" in the syndicate.

A Red Dragon executive, who serves closely under Vicious. At 24 years old, he is still young, but he seems to have gained the confidence of the elders of the syndicate. Unflinching in his duties, he is the type to give deference to rules and tradition. He would not hesitate to throw away his own life in order to protect the pride of the syndicate. He was Spike's "younger brother" when Spike was still a part of the syndicate.





SESSION# 12

Scenario ; Kelko Nobumoto

Continuity ; Tensai Okamura

Director ; Yoshiyuki Takei

Jupiter Jazz (Part 1)

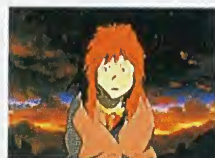
Out of the blue, Faye went into hiding. Spike left the *Bebop* as well when Ed, while searching for a trace of Faye, inadvertently found a message concerning the whereabouts of Julia, the woman who left deep scars on Spike's past. But his old enemy, Vicious, was lying in wait. Love and hate, trust and betrayal, and finally revenge, cross paths on the frozen streets of Callisto. The estranged crew of the *Bebop* is caught up in the strange threads of destiny, with the mysterious man Gren at the center of it all.



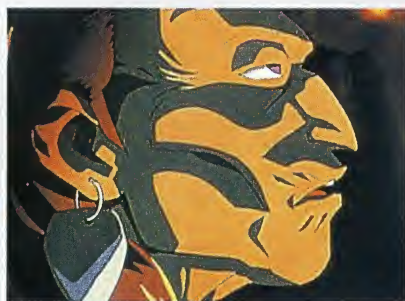


"That is not an ordinary star. That star is the tear of a warrior."

2 When the child sees a shooting star, Bull tells him it is the tear of a warrior. "A pitiful soul who could not find his way to the lofty realm where the Great Spirit awaits us all."



1 A song of prayer echoes across the starry sky. It comes from a teepee on top of a cliff. In front of the teepee are Laughing Bull, Native American fortune teller, and a child.



3 The mother ship of the Red Dragons, a Chinese organized crime syndicate, floats near Jupiter. Vicious is there.



Faye has disappeared! A discordant sound echoes through the *Bebop*. The Red Dragon mother ship floats in orbit around Jupiter. There, Vicious receives permission from the elders to go ahead with a deal of Red Eye, which was offered to him by a former fellow soldier. Apprehensive about Vicious's recent actions, the elders frown upon it, but nevertheless give their approval. Vicious and his subordinate, Lin, head for Callisto, a satellite of Jupiter, for the deal.

About that time, on the *Bebop*, Faye goes into hiding. While searching for her whereabouts in cyberspace, Ed intercepts a communication from Callisto with the code-name "Julia." When Spike hears the name, his face changes color, and he flies right off to Callisto, ignoring Jet's warnings that he won't be welcome back aboard the *Bebop* if he goes. Faye is in a bar on Callisto getting sloshed. One man pleasantly talks to her. It's Gren, who just finished playing a set on his saxophone.



4 Vicious's subordinate, Lin, describes to the Red Dragon Elders the Red Eye deal with the man on Callisto. Vicious says, "He is a Titan veteran. We were in the same squadron."



5 However, wary of Vicious's recent volatile behavior, one of the elders, Wang Long, gives consent on the condition that Lin accompanies Vicious.



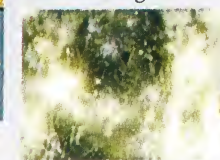
6 As Vicious goes to leave, Wang Long reminds him: "A snake cannot eat a dragon."



"A snake cannot eat a dragon."



7 Vicious curses the elders and goes to make the deal alone, but Lin won't leave his side. Vicious says, "You'll have to betray me at times." Lin replies, "I will protect you for the honor of the Red Dragon."



8 Spike complains to Jet about the humidity, but when he finds out Faye took all the coolant and money, then ran off, he's simply at a loss for words.



9 While searching for Faye's location, Ed intercepts a communication. "Code-name Julia!" Spike is stunned by the completely unexpected words. Julia was the name of his lover who had disappeared.



The Red Dragon Elders
The names of the three elders of the Red Dragons, Wang Long, Pin Long, and Suo Long come from mahjong tiles. On matters of great importance, they hand down their decisions as a 3-person council. Wang Long seems to have considerable sway, since he was able to approve of Vicious's Red Eye deal without the consent of the other elders. Their appearances are almost the same, reminding one of triplets, but details about them are sketchy.



10 Spike tries to find the origin of the transmission, but as soon as he traces it to the city Blue Crow on Callisto, it breaks off.



11 Spike pays no attention to Jet's warning and gets into the *Swordfish II* to go search for Julia. Spike tells a surprised Jet, "I'm gonna look for my woman. You can go look for the other one."

"I'm gonna look for **my** woman.
You can go look for the other one."

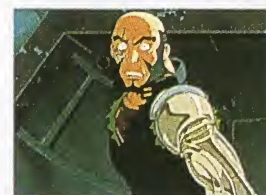


13 Spike curses, "At least you won't be lonely now." Jet spits back, "I thought YOU were the one who's lonely!" Spike answers coldly, "Glad we cleared that up."

14 Completely abandoned, Jet leaves the hangar, saying, "I never understood you, right to the very end." When Spike hears that, he mutters, "I don't understand either." He ignites the *Swordfish II*'s engine and leaves the *Bebop*.

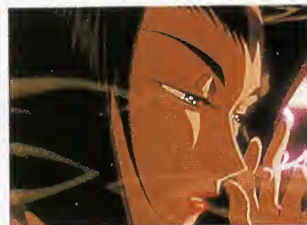


SESSION# 12



12 Jet threatens, "Then don't come back, there won't be a place for you." Spike replies, "It's you're call, pal." Jet is stunned.





15 Callisto, where clouds hang dully over frozen streets. Faye sits drinking at the counter of "Rester House," a club on the outskirts of town.



"I'm not Julia. I'm Julius!"



17 The person in front Tony's is a cross-dresser named Julius. Spike is dejected, but Julius tells him the sax player Gren might know Julia.



16 Spike lands on Callisto and asks a man for information. When Spike asks about Julia the old man answers, "There a Julia in front of Tony's place every night."

The Moons of Jupiter

At present, there have been 16 moons of various sizes confirmed orbiting Jupiter, the solar system's largest planet. The most famous of them are the four largest, commonly called the Galilean satellites after Galileo, who discovered them: Io, Europa, Ganymede, and Callisto. This is, of course, the same Callisto which is the stage for this episode. It is the next-largest moon of Jupiter after Ganymede, and name comes from Greek myth: It is the name of a nymph who became the lover of Zeus (Roman name Jupiter), the greatest of the gods. Just like Ganymede, which appears in Sessions 5 and 10, it was made suitable for human habitation through terraforming. However, Callisto's climate is frigid, and to top it off, it is in the midst of a deep depression. Add to that the fact that there aren't many women there, and it's not an environment many would want to live



18 Faye is still at the bar, stinking drunk. She gulps down a glass in one shot, then lets out three big sneezes in a row. Someone tells her, "Take care." It's the saxophone player, Gren.



19 Gren says, "If a person sneezes and no one says 'take care,' that person'll turn into a fairy. That's what they say around here." Faye answers, "Then there's no problem."



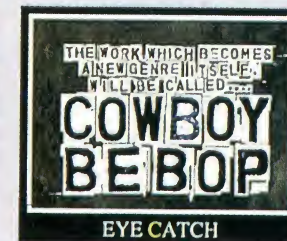
"I'm already a fairy."



20 Gren hands Faye his jacket. "I'm not as simple as I seem, Mr. Saxophone." Gren says, "Women aren't my style, sorry. However the others are all quite interested." She realizes what he's saying, and notices glaring men focused on her.



21 According to Gren, there aren't any women in the city. Faye brushes off his warning, "Mmm...I should be very popular." She gives Gren his jacket back and leaves.





22 As Spike looks for Gren, he is surrounded by a gang of thieves led by a man in sunglasses. When Spike asks them, "So, you boys need something?" the man in sunglasses responds, "You're Vicious!"



"You think I'm Vicious?
You don't know what Vicious is!"



23 The thieves try to mug Spike, but he is set off by hearing Vicious's name and suddenly attacks, beating them down.



24 Spike catches the leader and asks him why they thought he was Vicious. The man says Gren offered a load of Red Eyes to Vicious, and they were trying to take the money.

Two old enemies brought together on the frozen land of Callisto. Spike lands on Callisto and gathers information about a man named Gren. As he searches, he is attacked by a gang of thieves. The thieves found out Gren offered a case of Red Eyes to Vicious and they plotted to take the money. When they discover Spike asking about Gren, they mistake him for the Red Dragon executive. Spike hears this and realizes the code name Vicious is using for the deal is "Julia."

Across the city, Faye leaves the bar and distracts herself by fighting the same group of thieves. Gren helps her, then takes her to his apartment. She is drawn in by Gren, who has a strange charm about him and can see into her heart. But when she finds out he knew Vicious, she becomes worried.

At the same time, Spike spots Vicious, who is trying to call Gren. Spike wants to settle the score with Vicious, but Lin rushes between them and aims his gun at Spike.

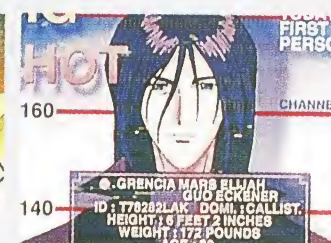
SESSION# 12



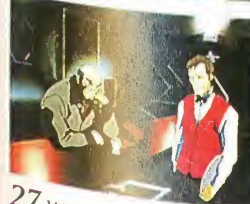
25 "Does it LOOK like I have money?" Spike yells. Then he realizes that "Julia" is the code name Vicious is using for the deal. The man in sunglasses says, "Sounds like some sleazy wench's name, doesn't it?" Spike mutters, "Yeah it does," before finishing the guy off.



"And the codename is Julia?"



26 Jet goes to a bar on Callisto. "Big Shot" is on and flashes a picture of Gren, who is an escaped convict.



28 The bartender apologizes and turns off the set. Assuming Jet is also a wanted man, he confides to Jet, "There's a bounty on my head too. This place is a hideout for all kinds of fugitives."



27 When Jet notices, he starts to send a message to Spike, then curses at the bartender to turn off the TV.



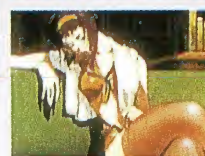
29 Faye goes into a dim alley. In front of her, the gang of thieves Spike fought earlier stands in her way. Faye decides to take her frustrations out by fighting them and provokes them. "Okay, here we go."



30 As soon as the thieves move to fight Faye, Gren shows up. He takes her hand and runs away with her.



"It's better to have real solitude all by yourself."



31 Gren takes Faye to his home. When Faye asks him why he answers, "Because you said you were a fairy." When Gren asks her why she came to this city, she tells him bluntly, "I don't need any comrades. Y'know. Me being such a prize and all that, all the guys end up fighting over me like dogs."

32 For some reason, Faye keeps groaning on about herself. "Instead of feeling alone in a group, it's better to have real solitude all by yourself."

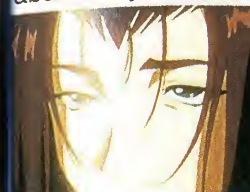


Interlude

As a character with mysterious origins and a feminine body, Gren leaves a strong impression. This character has the same name as a character that appears in the *Macross Plus* novel series also written by Keiko Nobumoto. The director of *Bebop*, Watanabe, worked with Nobumoto on the *Macross Plus* animation, but the "Gren" character appeared only in the novel series. This character was also a hermaphrodite. According to Nobumoto, she brought him back in *Bebop* because she really liked the character.

SESSION# 12

"You were just afraid they'd abandon you."



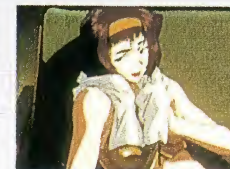
33 Gren tells Faye, "You were just afraid they'd abandon you." Faye is surprised at Gren's ability to see through her. He smiles, "So you distanced yourself from the whole thing."



34 Faye groans, "I feel like I'm in a confession booth," and saks out on the couch. Then she sneezes again. Gren asks her if she wants to use the shower, but she refuses. "Could be peeping toms around here." Gren laughs and says, "Make sure you're not one of them."



35 Gren disappears into the shower, and Faye takes a look at the pictures on the wall while she has a drink. She finds a familiar face in one of them!



36 Just then the phone rings. It's the person from the picture - Vicious. He leaves a message about the Red Eye deal on the answering machine.



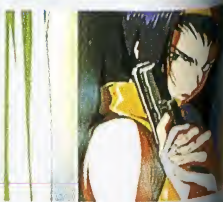
37 Spike appears in front of Vicious as he ends his call to Gren. Spike is furious that he would use Julia's name. Vicious grabs his katana.



"Are you seeing Julia behind my back?"



38 Spike says, "We still haven't settled the score from last time," and raises his gun. But then Lin jumps between them.



39 After finding out Gren is involved with Vicious, Faye draws close to the shower room, her gun drawn.

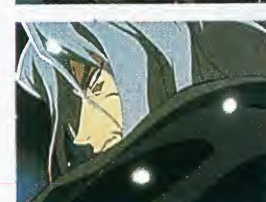
Interlude

This episode was written as the first of two parts. The Native American fortuneteller who appeared in Session 1 reappears in the beginning of this session and in the last scene. The "Great Spirit" he mentions in this session has approximately the same meaning as "Wakan Tanka," which he mentioned in Session 1. It refers to a godlike being who judges the universe.



SESSION# 12

40 Vicious says, "Julia was here. Right in this town," shocking Spike. Lin aims his gun at Spike, who was once his "big brother."



41 When Faye shoves her gun at Gren, she is shocked by the sight of his partially female body. Gren offers, "I'm both at once, and neither one."

42 Gunshots crack in the night, and Spike is hit. Vicious glances at Spike lying on the ground, and leaves. What is Spike's fate, as he lies in the thick snow?

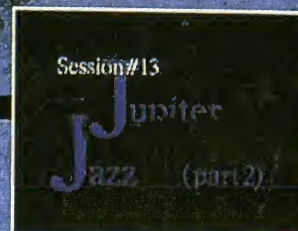


TO BE CONTINUED



Jupiter Jazz (Part 2)

Spike found out Julia was once on Callisto. And Gren, who was once close to Julia, is his only lead to her. Gren told Faye of his past with Vicious. His life had been derailed by Vicious as well, but he has continued to believe in his comrade. The moment that hope is severed, bullets of revenge pierce the sky. Can the spirits of warriors who wander the vast universe ever find a place where they can live in peace?



SESSION#13

Scenario ; Kelko Nobumoto
Continuity ; Tensai Okamura
Director ; Ikurou Satou



1 Spike lies on top of the snow. Is he alive or dead? His body doesn't move an inch. A single crow's feather floats down next to him.



2 Gren says he met Vicious on the battlefields of Titan. "You said you didn't need comrades, but I'm drawn to that word...to the point of tears."



"...to the point of tears"

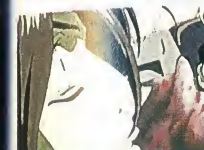


3 Gren remembers the battlefields of Titan. He draws to Vicious, who is listening to a music box, and asks, "What's that song?" "Julia," Gren asks, "You know, if I play that tune on my saxophone, will you get back home?" Vicious gives him the music box.

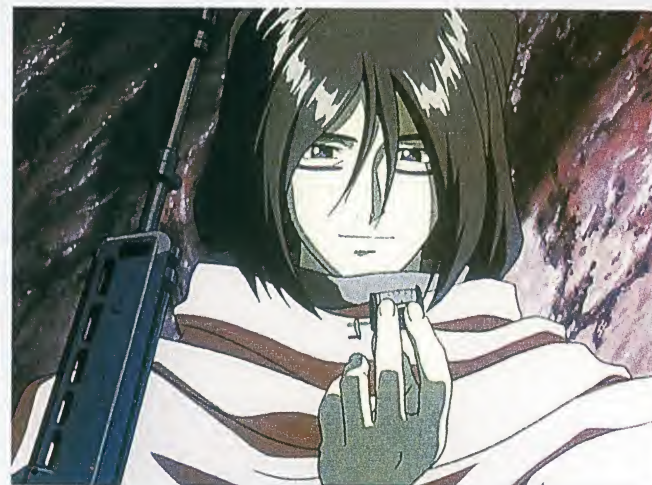
The harsh past of Gren, a man betrayed by those he trusted

Gren tells Faye about his past with Vicious. They were in the same unit on Titan and met Vicious. Gren found Vicious listening to a music box. Gren began to trust Vicious as a comrade. Vicious betrayed him and had him sent to prison as a spy. There, Gren was over-prescribed experimental medication and, as a result, developed transsexual features. It seems that Vicious set up the Red Eye deal with Vicious so that he could find out the truth about Vicious's betrayal. Lying in the snow, Spike wakes from a dream consisting of fragments from his past. The bullet that hit him was a tranquilizer, and he is unharmed. Spike staggers to his feet and, after Vicious, having pieced together where the deal is set to take place. In the meantime, Jet finds out that Faye is with Gren. When Jet busts into Gren's apartment, he finds Faye unconscious and handcuffed.

SESSION#13

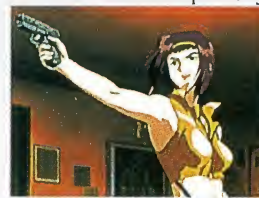
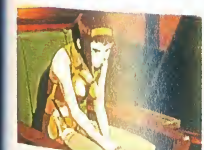


4 Vicious suddenly thrusts a knife at Gren, killing a scorpion. Relieved, Gren listens to the music box's melody.



5 Gren still has the music box. Because of testimony from Vicious, Gren was taken to a prison on spy charges. He was prescribed medication that made his body become partially female.

6 Faye asks Gren why he wants to see the man who betrayed him. Gren replies, "I want to find out if he did."



7 Faye asks, "You help someone selfishly and take them home, and then go off to die yourself?" She shoots at Gren. Gren dodges and pins Faye's arm behind her back.



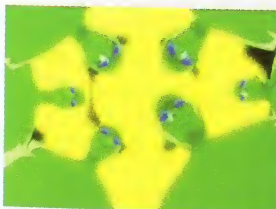
8 Jet gets word about Faye at a bar. The barkeep mentions that she was the first woman there since Julia, who had shown up 2 years before.



9 Spike flashes back to his past. Vicious tells him, "I'm the only who can keep you alive. And I'm the only one who can kill you."



"I'm just watching a dream that I never wake up from."



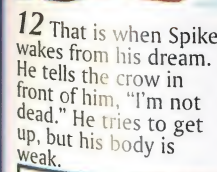
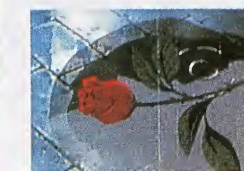
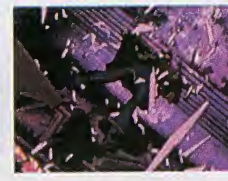
10 Spike dreams about men in lab coats, and Julia. "When this is over, I'm getting out of it. All of it. When I do, will you come with me?"



SESSION#13



11 Faye peering down. Spike, falling from a window. Julia's voice: "Your eyes are different colors." Spike says, "My left eye sees the past." "And what about your right eye?"



12 That is when Spike wakes from his dream. He tells the crow in front of him, "I'm not dead." He tries to get up, but his body is weak.

"Which way is west?"

13 Spike moves his hand slowly to check on where he'd been shot. The bullet had been a tranquilizer bullet. Mumbling, "They're mocking me," he slowly wobbles to his feet, and starts walking after Vicious.

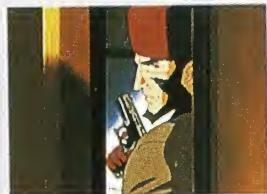


"Spike's Eyes"

Spike's right and left eyes are different colors. It seems to be due to some sort of event in his past. In Session 6, he was shown getting an operation on his eye, so he may have a false eye. If you think about Spike and Julia's conversation during this episode's flashback scenes and the lyrics to the ending theme, looking "with one eye on the past," and "with one eye on the present," it seems that the difference in the color of his eyes has had a large influence on Spike's identity.



14 Jet searches for Gren. He calls out to a man, but the guy only sulks. Jet's baffled by the response, but realizes he's found the place.



15 Jet breaks into Gren's place with his gun ready. He cautiously surveys the area. When he hears a sound, he goes into one of the rooms and finds Faye lying unconscious on a bed.



16 Jet's sound of surprise wakes up Faye. Jet sees that Faye's hands are handcuffed behind her back and he remarks, "Oh, I get it, he's one of those kinds of guys, huh?" Faye mutters, "What're you talking about? You mean Gren? He's not like anyone else."



"He's using an ancient code."



17 Spike determines the meeting place for the deal from the code word Vicious gave during his call, "Man Gan with Double Reverse Dragon." Vicious's words, "Julia was here, right in this town," haunt him.



SESSION#13



18 A communication comes in from Jet. He tells Spike that the guy from "code-name Julia" is Gren. Jet says, "If you catch him, I'll let you back on," and cuts off.

"If you catch him, I'll let you come back on."



20 Jet tows Faye back to the Bebop with his Hammerhead. All Faye can ask is, "Who's Julia?"

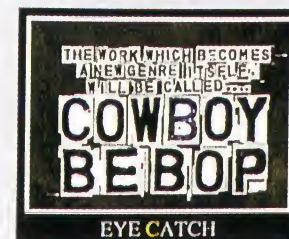


19 A communication comes to Gren from Vicious. "I'm standing above you. Come to the roof of the building that's closest to the sky." Gren answers, "I'll send a woman over."



Interlude

The title of Sessions 12 and 13, "Jupiter Jazz," comes from a song that's a bit maniacal. It comes from "Jupiter Jazz," which appears on the "World 2 World" single by the Detroit techno group Underground Resistance. This group is really only active in Detroit, and though they have released many songs and records, they aren't very well recognized. However, they do have devoted fans. The director, Watanabe, is a fan, and he decided to use one of his favorite songs, "Jupiter Jazz," as the title of these two Sessions.

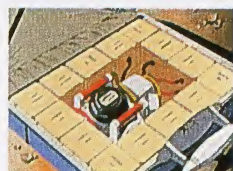




21 With food lined up in the hallway, Ed howls, "Where's my souvenir? Is it here? Is it here yet?"



23 Lin hands the payment to Gren. Vicious says, "Tell Gren that I send my regards," and turns to leave.



24 Gren throws the case with the payment in it and shoots. There's a bomb in the case and it explodes.

The lives of one who trusts, and one who does not

In the rooftop of a high-rise, a deal takes place between Vicious and "a woman." But, woman throws the case with the payment in it back at Vicious and rains bullets down on him. The case opens when it hits the ground, revealing the bomb inside. It explodes instantly, and the whole area is shrouded in smoke.

When the smoke clears, Gren draws back his hood and has a gun at the ready. Vicious planted a communication device in the music box that he had once given Gren. And then he had given Gren a bomb instead of money. Having been betrayed twice, Gren fires at Vicious but Lin shields him at the cost of his own life. Gren runs. Vicious grabs the sack of Red

Spike sees the explosion and races there on his *Swordfish II*. An intense dogfight with Vicious unfolds, and, flying his own ship, Gren joins the battle. But Gren's ship takes some damage from Vicious's missiles.

22 The top of a semi-constructed high-rise. Gren, disguised as a woman, drops a sack in front of Vicious. Lin checks the bag. The Red Eye is of the highest quality.



25 Spike notices the sound of a blast from a nearby building and hurries into the *Swordfish II*.



27 "I looked up to you," Gren says, "I believed in you." He aims at Vicious and pulls the trigger.



SESSION# 13



26 When the smoke lifts, Gren is standing there, with his gun ready. He closes in on the man who had betrayed him twice, and says, "We were comrades."



"There was nothing to believe in. There's no need to believe."



28 Lin leaps out and takes the bullet. As he looks down at Lin's dead body, Vicious mutters, "There's nothing in this world to believe in."

29 Vicious gets in his ship to leave and the *Swordfish II* comes racing. "Vicious!! Lin died protecting you. His soul is lost!" "He wasn't protecting me. Don't you get it? He was protecting the order!"



30 Gren enters into the mid-air battle between Spike and Vicious, and a 2-on-1 dogfight ensues.



31 "You the way Vicious missiles Gren's ship and Gren a direct



32 Vicious continues to go after Spike. Then he hears the familiar sound of a music box playing. The music box Gren had. The song's title: "Julia."

Interlude

The key word for the two "Jupiter Jazz" episodes is "comrade." Thus, the closing message shown after the last cut is, "Do you have a comrade?" This speaks of "longing for comrades," and it could be said that this is a particular feature of the writer, Keiko Nobumoto. The same Nobumoto also wrote Session 6, in which the "comrades" Giraffe and Zebra appear.

SESSION# 13



33 Gren hid a device with the Red Eye that would explode with the sound of the music box. Spike watches as Vicious's ship takes damage, and then retreats to the Red Dragon mother ship.



34 Spike rushes to Gren, who crash-landed. He starts to call out for an ambulance, but Gren stops him and asks, "Could you lift me up there onto the ship again?"



"I want to go back, one last time."



35 "I want to go to Titan." Spike tries to stop him, but Gren continues, "Dying on the way there would be a good way to go. I want to go back, one last time."



"She said you get a strange feeling if you keep looking straight into his eyes."

37 "She'd slip in while I wasn't looking. She'd ask me to play the same song every time she came in. A strange, lilting tune. Then she'd smile." Gren closes his eyes.



38 The *Swordfish II* tows Gren's ship. Spike releases it, and it disappears into space with Gren on board, smiling.

36 Spike helps Gren into his ship. Gren mutters, "I get it. You're Spike. Julia always talking about you. Your eyes are different colors. I remember her saying that. She said you get a strange feeling if you keep looking straight into his eyes."



SESSION #13



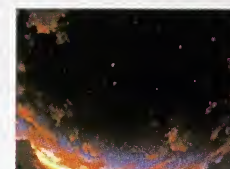
39 Spike sees Gren off, then returns to the *Bebop*. Jet had been alone on the *Bebop*'s bridge, waiting for Spike with a sour look on his face.



41 In the living room, Faye gets lost in thought as she gets a pedicure from Ed. "Julia..." "Whadja say?" "Nothing. Just thinkin' about someone."



40 Jet picks up a two-way radio and asks bluntly, "Whaddya bringin' in?" "Nothing." "Hurry up and get inside. We're taking off." Spike chuckles and obeys the order.



42 The scene returns to Laughing Bull. He sees a shooting star in the sky, and explains, "That is not an ordinary star. That star is the tear of a warrior. One who has finished his battle on this planet. A pitiful soul who could not find the lofty realm where the Great Spirit awaits us all."

"That star is the tear of a warrior."

Interlude

This episode is brought to an end with a conversation between a wounded Gren and Spike, wherein the song "Space Lion" begins to play. This type of direction is seen once in a blue moon in other works, in the final episode, but the utilization of such techniques during the course of a series is unusual. "Space Lion" is a song unique to *Bebop*, in that Yoko Kanno composed it "using the image of space." Due to its part to its brilliance, this is one of *Bebop*'s best closing cuts.



Session#14

SESSION#14

Scenario : Dai Satou

Continuity : Toshiyuki Tsuru

Director : Hirokazu Yamada

Bohemian Rhapsody

An intellectual criminal lays a trap in the hyperspace gates. The only common denominators linking his crimes are chess pieces. Then Spike and the crew find out about the existence of Chess Master Hex. Exactly what kind of person is Hex? The expressions of Hex and Ed in the heat of a chess match, intermixed with the excited reactions of Spike and Faye, are quite interesting. The expressions of Ed and Hex at the moment the chess game is decided are a particular highlight.





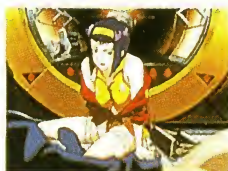
1 Spike and the others are both after bounties. Spike knocks down a man in the middle of the street. In a subway car, Faye knocks a hoodlum out. At the exit to an escalator, Jet catches 4 guys in one swoop with a netgun.



2 When Ed says, "So, how'd it go?" the others grumble because they didn't get any money. "So, what? You picked every criminal on the street but you didn't pick any leads or clues? C'mon!"



3 Complaints flood into the Gate Corp. "Where're those damn bounty hunters?"



5 "Why don't we all pony up the information on this case, and agree to split the bounty three ways?" Spike is shocked by Faye's words. "You're kidding, right? You're the one who said to work separately."

4 Information about the bounties Spike and the others were chasing comes on the TV. "The funny thing is, there were 20 culprits captured!" "Looks like they were all caught in the act, but none of them were the mastermind." Spike gives the TV a good kick.

"Did the size of the reward scramble your brain?"



The crimes of an intelligent criminal targeting the Gate Corporation are linked by chess pieces

Spike and the others are after a bounty worth 12 million, placed by the Gate Corporation. One criminal after another is caught, and all of them claim to be the real criminal the bounty is for. But the Gate Corporation won't pay any bounty unless the mastermind who's targeting them is caught. Spike, Jet, and Faye split up in different directions. The only way the three of them get are chess pieces, so they share each other's information and proceed to investigate together. Unconcerned, Ed fiddles around with the *Bebop's* communication system. She connects to the net and uses the chess piece she got from Jet to start a game of net-chess. Thinking, "Perhaps this is all just a game," Jet goes to the Gate Corporation with the chess piece to get some information. The Gate Corporation won't give him any answers, but after some eavesdropping, he finds out about a man called "Chess Master Hex."



6 In an unknown place, in the darkness, a hand reaches out above a chessboard. Then, there is a brief glimpse of the closed, wrinkled eyes of an old man.



7 Jet: "Every one of them infiltrated the tollbooth. When a ship was coming through, at the exact moment it paid the toll, they would steal the entire balance from the credit check. The unit immediately sent the cash credits to a secure bank on Europa."



8 Faye says her bounty received his instructions from a website. She hands the software manual to Jet. The website is no longer active.



9 Spike: "Those weren't designed by some piker. It was an insider who knows precisely how the gate works. Whoever's behind it is probably connected to the Gate Corporation."

SESSION#14

"All 20 hits were done the same way."



10 As Sp and the o talk, Ed fix with the cables on PC. When gets shock and stops moving. Faye gets worried and asks, "Are you dead?" But Ed pops right back and continues as if nothing had happened.

11 "These pieces are it. They're still our best clues." Jet stares at a chess piece, completely stumped. Ed says, "Give it to Ed. It's a memory cartridge for eChess."



12 Jet is suspicious of the game piece, but lets Ed play and goes to the Gate Corporation himself.

"Eh heh heh, play ball!"



13 "1, 2, 3, 4. Ed's gonna score more!" Ed starts the game. Elsewhere, an old man opens his eyes to begin a game of chess.



17 Inside a dark room. Only a single parrot is around. An old man sits huddled over a chessboard. As he moves a piece, he laughs and smiles eerily.



15 "This is a game all planned out in advance. You Gate Corporation people know exactly what I'm talkin' about. You put a bounty on a mastermind who may not even exist, which means you don't want the police to know who's really behind this."



16 Jet drops a transmitter before being escorted out. "Why would a ghost from 50 years ago suddenly come back now?" "And he gave everyone a chess piece. Chess Master Hex."

SESSION# 14

Interlude

Chess Master Hex is the mastermind behind the crime. The "Chess Master" title is given to the highest-level masters of the chess world. In Japan, the ranking system used for chess is the same as that for shogi and go (1st rank, 2nd rank, etc.), so there is no such rank as "chess master." There are many different pieces of software, which can be used to improve chess skills.



"Chess Master Hex..."



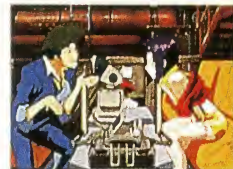


"Edward is very busy right now!"



18 "There's nothing in here but chess data." "I wonder what they were planning to do with these things?" "Maybe the chess piece itself is some sort of message." Spike and Faye check into the chess pieces, but they can't get any leads. Across the room, Ed is in a heated chess match.

19 A communication comes in from Jet for Spike. "Hey I got an ID, see what you can find on it. He could be the so-called mastermind behind this whole thing."



20 "Checkmate... Or so I thought! My knight takes your rook!" Seeing Ed's bizarre tactics, the old man laughs, "This is either an idiot or a genius."



21 Spike checks out the mastermind's name. He's Chess Master Hex, a 98 year-old man who was fired by the Gate Corp. 50 years ago.

Is the bounty, Hex, really a strategist who is an expert at chess? Spike decides to collaborate with Ed and search for Hex. Ed refuses because she's busy, but her chess partner is none other than Hex. Spike and the others trace the link for the game and find the scrap yard Hex lives in. Hex is in a place packed with debris from aged gates, illegally dumped spaceships, and scrap. Thinking it might be a trap, Spike and Faye go inside. But inside the scrap yard are free-living people and animals. Unaware of Spike and Faye's entry, Hex continues having fun playing chess with Ed.

Chess Master Hex participated in the development of the control program for the hyperspace gates, but when he raised concerns about the safety of the gates and opposed them being put to practical use, he was thrown out of the Gate Corporation. As revenge, he planned for an incident to occur now, 50 years later, just as the gate program was to be automatically updated!



22 "But why? Is he trying to get revenge after all these years or what?" "Maybe if we track him down, we can get to the bottom of this. Hey, Ed!" Ed is involved in a chess match, but Spike asks her again, "Ed, we're trying to find a guy named Hex, he's in cyberspace."



"Hex, Hex, the Chess Master?! Edward is playing chess against him right now!"



23 When he finds out that Ed's chess partner is Hex, he has her trace his location. "I don't like this. He's made it much too easy to trace him."

24 The *Bebop* reaches the scrap yard. "Why the Hell would he wanna live there?" "There's no governments, no nationalities, no taxes and no cops." "It's a perfect place to hide out."



25 "Thanks for leading the way." "You mean you've been following us?" "I've got a score to settle with the guy you're looking for." Jonathon attacks the *Bebop* and proceeds to the scrap yard.



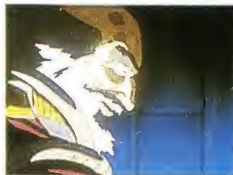
26 Spike and Faye enter the scrap yard and split up to search for Hex. Hex keeps playing chess with Ed, unaware that bounty hunters are coming after him.



"What the?"



27 Spike gets a leery expression on his face when he sees a stray cat float in front of him in zero gravity, slowly pumping its feet. In the meantime, Faye wonders about the cultivated tomatoes she sees. And in the darkness, the chess game between Hex and Ed continues.



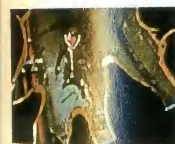
"Bohemian"

"Bohemian" refers to "a person who disregards worldly values and fame to lead the life of a vagabond." The word applies to Chess Master Hex quite nicely. Having thrown away fortune and fame to lead a secluded life, could it be that Hex was really just waiting for a chess whiz to appear who would be a good match for him? The title of this episode, "Bohemian Rhapsody," comes from the song of the same name recorded by Queen in '75. Just like the lyrics about livening up a friend who is driven to despair, Ed gives new life to Hex through chess.

SESSION# 14



28 Spike is dumbfounded when two stray dogs pass by. Faye finds two men floating in space, and looks around in amazement.



29 Spike gets surprised by a flock of birds in the darkness. Around the same time, in the living quarters, some hippies call out to Faye.

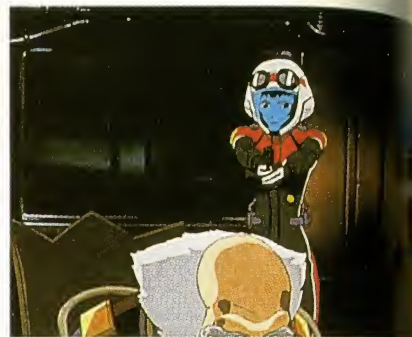


30 Ed is in the Bebop's living room. Despite being outnumbered and put in check, Ed is thoroughly enjoying herself. Her chess partner, Hex, chuckles and gives a calm smile.



"Ohhh?! Amazing, amazing!"

31 Spike and Faye reach Hex's room and point their guns at him. "Chess Master Hex, I take it?" "Don't try anything." But Hex replies, "Would you be just a little quieter please?" Spike and Faye are taken aback by the unexpected answer.



32 Jonathon storms in and demands money stolen from him at a gate, but Hex isn't concerned. "Ohhoh – that's a big pipe you got there!"

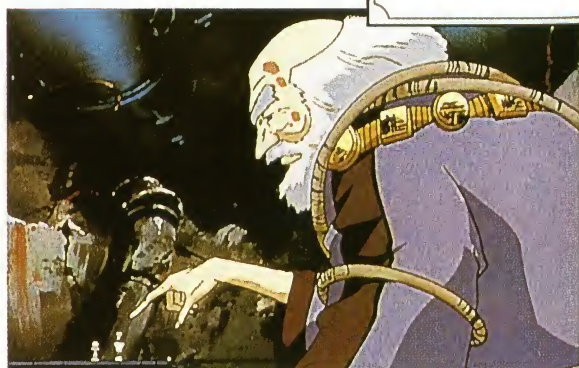


33 Hex is completely out of it. "All of my money's gone. I'll never get it back." Jonathon starts randomly firing his gun.



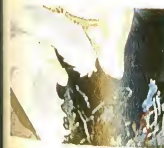
34 Spike kicks Jonathon down. Faye asks him, "What are we gonna do with Hex?" The old duff is out of touch. He can't remember yesterday, let alone 50 years ago."

"Hex is no longer here. There's nothing here but an old man who loves to play."



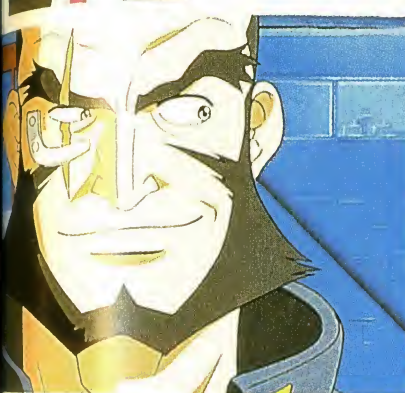
Interlude

Ed and Hex's chess game lasts for a week. You might not think it all that unusual, but actually it's quite a feat. Under the rules of chess, if it turns into perpetual check (one player keeps checking his opponent move after move, and the defending player can't stop the checks), it's called a stalemate. For the game to come to an end, without coming to a stalemate, they must have had incredible strength of mind.



38 Hex moves a piece and declares, "Check...mate..." "Uwaaah!" Ed suddenly holds her head between her hands, and collapses to the ground, shouting. The week-long game between Ed and Hex has been brought to an end.

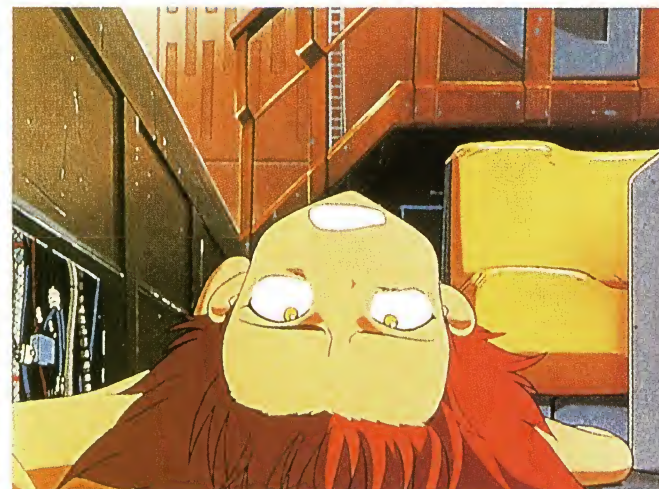
35 Jet tells the corporation that Hex doesn't remember a thing. He makes a deal with them. "Just leave the old guy alone."



36 Ed frets in front of the chess board. Faye asks her, "Are you playing that again?" "Not again, Ed's still playing." "You mean you've been playing that game for a week?" "Un-huh." "I see. Well, good luck!"



37 Jonathon loses his spirits and ends up taking up residence in the scrap yard. "Yo newbie, you're in a good mood today."



"He got me!"



39 Hex smiles at winning the game with Ed. With nothing left to regret, Hex lies down in his chair, and slowly closes his eyes.

SEE YOU SPACE COWBOY...



Session #15

SESSION# 15

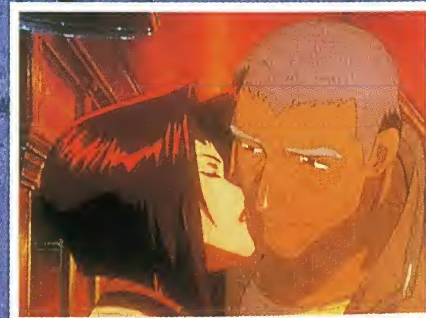
Scenario ; Kelko Nobumoto

Continuity ; Tensai Okamura

Director ; Kunihiko Mori

My Funny Valentine

The 15th episode begins with Faye in a cold sleep. In this episode, we catch a glimpse of Faye's past, which hasn't been revealed until now - being put into a deep freeze, and the huge financial debt that came with it. The name "Valentine." Falling in love with Whitney Hagas Matsumoto. But, Faye doesn't recall her past before this. Looking at the face of Faye, who is desperately trying to know no matter the cost, you do not have to be Whitney to feel moved by her.





1 Faye lies inside a refrigeration cell, in a room dense with cold air. Faye's cell is held inside a freezer, with its lid locked.



2 Jet and Ed search for some food in the refrigerator. "They're no good! They're full of toxic dioxins. I saved these as evidence while back, but..." Ed gorges herself anyway.



"Do you wanna know a secret about my past?"



3 Faye stares at Ein. "I've been trying to figure out who you remind me of. It's that guy with the thin eyebrows, Whitney Hagas Matsumoto."



4 Dr. Bacchus stands in front of Faye, who has woken up from cold sleep. "Miss Manley, does it look like the patient is reviving?"

A Sleeping Beauty awakened from her sleep

With the *Bebop's* food supplies drained, Jet leaves to catch a bounty. In the meantime, Faye, who has been fast asleep in the living room, is woken up by Ein. For some reason, when Faye sees Ein, she remembers the man named Whitney Hagas Matsumoto. Wondering, "Why am I reminded of him all of the sudden?" she turns to Ein and starts to talk about her past. Some years ago, Faye awoke from cold sleep and completely lost her memory. And to top it off, the costs of the cold sleep, plus 54 years of interest, added up to a debt of over 300 million. An attorney named Whitney came to help her, but because of the huge debt, Faye snuck out of the hospital. Whitney came after her, and eventually the two fell in love. Since they were bound to be hunted down by collectors some day, they ran off in separate directions. Whitney's car was destroyed. Faye assumed Whitney's inheritance, but that inheritance was nothing but debt. In a fit of rage, Faye ran off again.

SESSION# 15



5 Dr. Bacchus examines Faye. "You're healing beautifully. No wounds left, and the cells are dividing quite nicely." He asks Faye to pay the 300 million woolong fee, but her memories haven't returned and she doesn't know who she is. Bacchus is shocked.



"That's my name?"



6 "We need to know about your memory. I remember everything really... Everything except my own life."



7 Whitney talks to Faye about her cryogenic sleep. "You might say you're a modern version of Sleeping Beauty." "You're kidding me." "I'm very serious."

8 "The year is 2068." Faye shouts, "Liar!" Whitney tries to calm her. "If you get too excited, you'll..." Faye collapses. "You'll pass out."





9 When it gets dark, Faye escapes from the hospital. But the infrared sensors give her away. She looks for some help along a highway, but no cars stop.

"I don't have an ID at all..."

11 Faye rides on Whitney's back to the hospital. She finds a bar code on his neck and asks, "What's...this?" "It's an ID. If you should die or forget yourself, they'll know who you are and where you're from." Faye looks off in the distance.



12 Faye goes along with Whitney. Together, they visit a library and a boutique. At a night club, the two kiss as they dance cheek-to-cheek, and their relationship grows deeper.



10 Faye is found by Whitney. "I can't pay 300 million. It's not fair to revive me and then expect me to pay all that money! I don't even know anything about myself. What am I gonna do?" "You can deal with the debt payments little by little." Whitney speaks softly to Faye.



13 A car chases after Faye and Whitney. "If we stay here, we'll both get caught. You better jump out and run." "What about you?" "I'll meet you at the medical clinic." "Why are you helping me like this?" "A prince has to protect Sleeping Beauty." Moments later Whitney's car explodes.

14 "In the event of an unforeseen accident, his instructions were to transfer all his assets to you. If you just give us a thumbprint here, everything he owns will be yours." "Whitney... He really did care." When she hears the story from Bacchus, Faye weeps with emotion.



15 Faye looks at Whitney's assets up on the screen. "Why are the numbers there in red?" "Hmm...Those are all of his debts." "His debts? You have got to be kidding." Yelling in frustration, Faye flips over a table.



"How long were you in there listening, Spike?" "Too long. Your story needs editing."

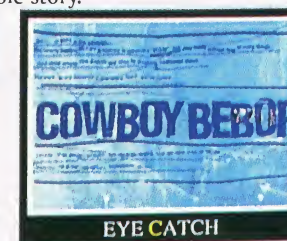
16 "Of course I can see now how stupid I was. I mean, when you think about it, he risked his life to save me, and his debt, well, it was a drop in the bucket compared to mine." Then Spike comes out of the toilet having heard the whole story.



SESSION# 15

Interlude

Cold sleep refers to a technology by which the temperature of an artificial cell is lowered in order to deep freeze a person and put his body into suspended animation. Practical applications for it are being pursued in real life. It's often used in the science fiction world when a space journey will take a very long time. In novels and movies, it doesn't erase a person's memories, but...





"Your past is always changing.
Last time you said you were a gypsy."

17 "You should be ashamed of yourself. I'm sure that guy's crying in the next world since you ran off without paying his debt."
"It's way more than I can ever pay."
Spike doesn't trust Faye's story.



18 Jet returns with a bounty. "This guy has a rep as a Don Juan. 'Girls fall for him?'" "Take note, when others are snoozing, Jet is on the job."

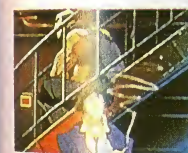


19 Faye glares at the Madame Killer. When she finds a bar code on his neck, she realizes who he really is. "Whitney Hagas Matsumoto."

Reunited with an old boyfriend, Faye searches for her past. Spike hears Faye's story and has sympathy for her not knowing her own past. Just then, Jet returns with the bounty he set out for. It's a con-artist, "Madame Killer." Faye recognizes the guy and when she finds a bar code on the back of his neck, she realizes it's Whitney. Faye runs Spike and Jet off and starts talking with Whitney. Jet is nervous about leaving Faye alone with an old boyfriend, and it turns out his suspicions are correct. Faye puts Whitney alone in the Redtail and gets ready to leave the Bebop. Spike follows her and tries to dissuade her, but Faye won't listen. Faye and Whitney take off, and Spike goes flying after them!



20 "Alright, she knows him but why does she have to talk to him alone?" "Apparently, they were very close." Spike and Jet go to another room, while Faye and Whitney talk. "Looks like you've been living well, Mr. Lawyer."



21 "You think it's safe to leave them alone?" "You worried about him or her?" "I'm afraid she might let him escape or something." "She'd need to have a heart to do that." "Don't be fooled 'cuz she acts tough." "Is that right..." "Women are hopeless, they don't work on reason." As Spike and Jet talk, a communication comes in from the police.



22 "I'm glad I got to see you one last time, Sleeping Beauty." Whitney prepares to be taken in, but Faye releases his handcuffs to let him go. "Let's go!"

"I have some history to work out with this guy!"
"So I have first rights to him
and the bounty on his head!"



23 Faye decides to run away with Whitney. "It's like I said, women don't work on reason."





24 Jet accidentally hits the hangar switch, and the door closes. Faye takes the opportunity to take off in the *Redtail* with Whitney.

"Where does the lie end, and the truth begin?"



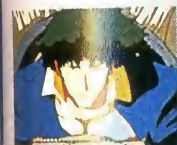
25 Inside the *Redtail*, Faye talks to Whitney. "Where are we going? What are you going to do with me?" "Tell me the truth." "Eh?" "Who am I?" Faye questions Whitney to find out about her past.



26 Spike, aboard the *Swordfish II*, attacks the *Redtail*. "Whaddya think you're doin'?" "If you're not careful, I might hit the cockpit." "I'm not going to be easy on you." "That's my line." Spike and Faye start to fight.



27 Spike comes up on the *Redtail* from behind and opens fire. But Faye easily dodges the *Swordfish II*'s attacks. Thinking quickly, Faye launches a flare, using the blinding flash for cover.



28 Just as Faye starts to run, the *Redtail*'s engine breaks down because of Spike's previous attack. Spike looks over his shoulder and says, "You know, you really are a pain."



"Are you sure you really want to know?"



"Are you prepared for the consequences?"

".....Yes!!"



SESSION# 15

"Whitney and Bacchus"

Just as Bacchus himself said, the name "Bacchus" comes from the name of the god of wine in Greek mythology. Whitney is a variety of apple that originated in America. The name Matsumoto shows he is of Japanese descent, but the name Hagas can be thought of as a parody of his uncle Bacchus' name. Incidentally, since Bacchus is also the god of the play, perhaps this is what gave rise to Faye's tragic comedy?!

29 The *Redtail* floats through space, and Faye asks, "Who am I?" Whitney knows Faye is determined, but he hesitates. "Are you sure?" "Spit it out." "I really don't know." A voice comes across the radio. "Who am I? Where did I come from, and where am I going? These are questions every human asks himself at least once."

30 A spaceship approaches Faye and the others, with Bacchus inside. "Here I am. Yoo Hooo!" "Isn't that the doctor from the cryo-clinic?"



32 "We better cut our losses." Bacchus and Manley have decided to make their escape. "Well, you're on your own, Whitney. Take care of yourself."



"I'll take my bounty right here and now!"

"We better cut our losses."



31 Bacchus tells her he named her after the song "My Funny Valentine." All he knows is her records were lost in the phase space gate accident.

Interlude

Whitney often mentions "Sleeping Beauty" to Faye. It really suits Faye, who was put into cold sleep. "Sleeping Beauty" was originally called "Dornröschen." An evil witch cast a spell on a princess so that when she turned 15, she would prick her finger on a spindle and die. Another witch used her power to save the princess from death, but instead she fell asleep for 100 years. Then after 100 years, a prince came and woke the princess up with a kiss, and the two were married. On the other hand, in *Bebop*, the newly awakened Faye falls in love with her "prince," Whitney. But the joke is that the "prince" turned out to be a fraud.



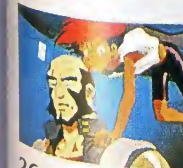
33 Left behind by Bacchus, Whitney calls out to him in blank surprise. "H-Huh? Waitaminute! Huh? Don't go!" "He's your uncle?" Knowing the truth about her awakening, Faye goes ballistic.



34 As Whitney's locked up, Faye laughs, "And good riddance. What a fitting end." He brings out a glare though when he says, "I fell in love with Sleeping Beauty. I'm lying. Just another lie."



35 Spike tries to console Faye. "Doesn't really matter, does it?" "Easy for you to say. At least you have a past." "And you have a future. That's what counts."



36 When Jet finds out that the bounty for Whitney was 19,800 woolongs, he's a bit disappointed. "So it's 19,800... Kind of put an extra zero in there." In the meantime, Ein is sleeping in the living room, with doodles on his face.

SESSION#15

"Well, there is one part that's true. That I fell in love with you while you were sleeping. That I fell in love with Sleeping Beauty."



COWBOY BEBOP REPORT

VOLUME.03

PART I – “Complete Song List (Part 1)”

PART II – “Art Board Introduction (1)”



This segment ends the first half of Bebop. And so, this report will be a double feature. Lets introduce the music for Sessions 1–15, as well as the art boards.

PART I

Complete Song List (Part 1)

Here is a complete listing of which songs were used in which scenes from Sessions 1 – 15, presented along with the soundtrack CDs.

* – Included on “OST 1” / ** – Included on “OST 2” / V – Included on “Vitaminless”
If a song does not have one of those symbols next to its title, it is not yet included on a soundtrack or has been included on one of two soundtracks recorded in Japan since this book’s first publication.

SESSION#1 “Asteroid Blues”



1 Memory scene
“MEMORY” *



4 Spike and Asimov meeting
in the toilet
“Don’t Bother None” **



7 Asimov and Katrina, holding
their breath in a car
“Don’t Bother None” **



9 Asimov taking off for the
sky
“POT CITY II”



2 Spike in training
“SPOKEY DOKEY” *



5 Spike meeting Katrina
“Guitar Material 2”



8 Spike and Asimov's fight
“RUSH” *



10 Last cut, Spike in the
Bebop
“SPOKEY DOKEY” *

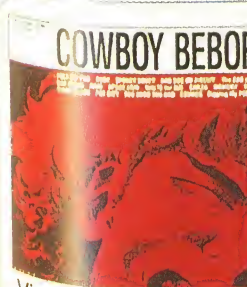


3 Asimov and Katrina arriving
at a bar
“FELT TIP PEN” *



6 Spike and Katrina at a gas
pump
“ELM (INST.)” **

The intro and the last cut are woven together with the same song, and the film’s languid color. The tones of the slide guitar set the stage for the episode.



Victor Entertainment
VICL-60201

1st ORIGINAL SOUNDTRACK

COWBOY BEBOP OST 1

1. Tank! 2. RUSH 3. SPOKEY DOKEY 4. BAD DOG NO BISCUITS 5. CAT BLUES 6. COSMOS 7. SPACE LION 8. WALTZ for ZIZI 9. PIANO BLACK 10. POT CITY 11. TOO GOOD TOO BAD 12. CAR24 13. The EGG and I 14. FELT TIP PEN 15. RAIN 16. DIGGING MY POTATO 17. MEMORY

The first soundtrack opens with the theme “Tank!” with a focus on instrumental songs that feature sounds from blues rock to jazz.

SESSION#2 "Stray Dog Strut"



1 Bebo passing through a gate
"AFRICAN RHYTHM 1"



5 Hakim and Spike chasing Ein
"Want it all back" **



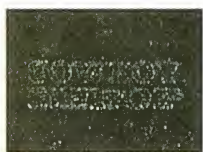
9 Spike chasing Hakim
"BAD DOG NO BISCUITS" *



12 Ein getting a collar
"American Money" **



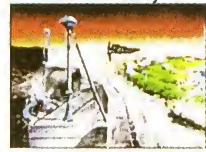
2 "BIG SHOT" talking about Hakim
"American Money" **



6 First Eyecatch
"Bindy" **



10 "BIG SHOT" talking about Hakim
"American Money" **



3 The Bebo comes to Mars
"AFRICAN RHYTHM 2"



7 Second Eyecatch
"Bindy" **



11 The shopkeeper again
"A Horseshoe Crab and an Ancient Fish"



4 The research institute
"POT CITY" *



8 Spike walking Ein
"CAT BLUES" *

Different songs were used for chase sequences 5 and 9. Note that the movements of the song used in sequence 9, "BAD DOG NO BISCUITS," are synched with the shifts in the scene.

2nd ORIGINAL SOUNDTRACK

COWBOY BEBOP No Disc

1. American Money 2. Fantaisie Sign 3. Don't Bother None 4. Vitamin A 5. LIVE in Baghdad 6. Cats on Mars 7. Want it all back 8. Bindy 9. You make me cool 10. Vitamin B 11. Green Bird 12. ELM 13. Vitamin C 14. Gateway 15. The Singing Sea 16. The EGG and YOU 17. Forever Bloke 18. POWER OF KUNG FOOD REMIX

From jazz funk to country, to drum-and-bass, to heavy metal and jazz, anything goes in soundtrack 2.



Victor Entertainment
VICL-60202

SESSION#3 "Honky Tonk Women"



1 Gordon and Faye's exchange
"SPY" V



5 Faye going up to Spike
"Bindy" **



9 Gordon contacting Spike
"Black Coffee" V



2 Spike and Jet arriving at the casino
"Piano Bar I" V



6 Faye watching the casino from her ship
"PIANO BLACK" *



10 Spike out in space, Faye breaking out
"RUSH" *



3 Spike coming to Faye's table
"NO MONEY"



7 Second Eyecatch
"Ethnic"



11 Spike and Jet going to the casino again
"Piano Bar I" V



4 Gordon and Faye's conversation
"Fe"



8 BIG SHOT talking about Faye
"American Money" **

The song that closes the last cut is "Piano Bar 1," included on *Vitaminless*. According to Yoko Kanno, "I composed this song with the 'joke,' 'In the end, I STILL didn't make any money again today, as usual,' in mind."

MINI ALBUM

VITAMINLESS

1. THE REAL FOLK BLUES 2. Odd Ones 3. Doggy Dog 4. Cats on Mars 5. SPY 6. Fantaisie Sign 7. Piano Bar I 8. (Secret Track) Black Coffee

A mini album including the ending theme, "THE REAL FOLK BLUES," sung by Mai Yamane. The unique jacket is amusing, too.



Victor Entertainment
VICL-60248

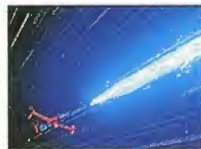
SESSION#4 "Gateway Shuffle"



1 Spike & the others at a restaurant
"SAX QUARTET"



4 First eyecatch
"Vitamin B" **



7 Spike in hyperspace
"TOO GOOD TOO BAD" *



2 Propaganda song
"Koala's March"



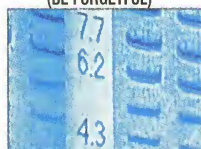
5 Faye talks to Spike & Jet
"ENCORE UN VERRE?
(BE FORGETFUL)"



8 An amazed Jet
"The EGG and YOU" **



3 The Ganymede government & Twinkle's subordinates
"Space BARI"



6 Monkey Business
"Space BARI"

Songs 2 and 3 have provisional titles given by the composer Yoko Kanno. They'll be given proper titles when they're put on an album. The seventh, "TOO GOOD..." is thrilling almost in spite of itself!

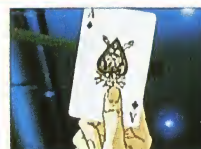
SESSION#5 "Ballad of Fallen Angels"



1 Faye coming to an opera house
"NO MONEY"



4 Spike arriving at church
"RAIN (Female Vocal Ver.)" *



6 Last cut
"Piano Bar I" V



2 Song sung at the opera house
"AVE MARIA"



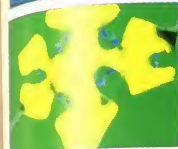
5 Spike falling from the window
"Green Bird" **



3 Spike and Annie
"WALTZ FOR ZIZI" *

After all's said and done, this session can be summed up by #4, "RAIN," and #5, "Green Bird." Especially in sequence 5, there is a kind of synergy between the sight of Spike falling out of the window, and the music quietly playing.

SESSION#6 "Sympathy For the Devil"



1 Spike's flashback scene
"DIGGING MY POTATO" *



4 Wen pointing a gun at Spike
"Taking Responsibility"



7 Jet talking about the secret of Wen's body
"DIGGING MY POTATO" *



9 Last cut
"DIGGING MY POTATO" *



2 Giraffe and Spike's shadow
"Don't bother none (INST)" **



5 Wen, on Earth
"Harmonica & A Guitar 2"



8 Spike facing off with Wen
"AFRICAN RHYTHM 2"



3 Wen's performance
"Harmonica & A Guitar 2"



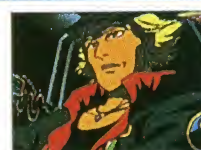
6 Wen talking about his past
"Taking Responsibility"

As if symbolized by "DIGGING MY POTATO," which is used three times, the story is foreshadowed by blues selections. Songs which do not have a definite title yet, like 5, are named by the instruments used.

SESSION#7 "Heavy Metal Queen"



1 VT's ship heading for a drive-in
"LIVE in Baghdad" **



4 VT driving Spike & Faye
"LIVE in Baghdad" **



7 Faye plucking out the explosives
"LIVE in Baghdad" **



2 The music playing in Woody's
"The EGG and I" *



5 Second eyecatch
"Gross"



8 "I'll treat him to a Prairie Oyster"
"Piano Bar I" V



3 Spike brawling with bounty hunters
"Doggy Dog (EDIT)" V



6 VT going after Decker
"Doggy Dog the 3rd"

Right at the start, the heavy metal number "LIVE in Baghdad" blares out. The first sequence in particular, with the cuts shifting along with the arrangement of the guitar riff, is sheer excitement!

SESSION#8 "Waltz for Venus"



1 At a Venus airport
"NO MONEY"



4 Spike arriving at Stella's
"A Guitar Material 2"



7 Spike visiting Stella
"Forever Broke" **



2 Roco asking Spike to train him
"FELT TIP PEN" *



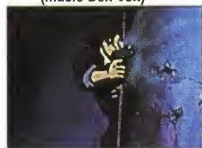
5 The music box's song
"The Singing Sea (Music Box Ver.)" **



8 Spores falling like snow
"The Singing Sea (Music Box Ver.)" **



3 Roco evading pursuers
"Bindy" **



6 Shootout with Piccaro
"Odd Ones" V

The song in the music box Roco gave to his sister Stella is "The Singing Sea," which is in sequences 5 and 8. The jazz vocal version on OST 2 is original, and that one is used in Session 10.

SESSION#9 "Jamming With Edward"



1 News Program BGM
"A Horseshoe Crab and an Ancient Fish"



4 MPU and Ed
"Cats on Mars" ** & V



7 BIG SHOT telling that no bounty will be paid for MPU
"American Money" **



2 News Program BGM
"FUNK"



5 Spike and Jet handing over data
"Piano Bar II"



8 "Nothing good ever comes from Earth"
"Cats on Mars" ** & V



3 Jet seeking Ed
"The EGG and I" *



6 Ed controlling the Bebop
"CAR24" *

An electronic sound suits the genius hacker, Ed, so the featured song in this session is the French + techno pop-style song, "Cats on Mars." The pounding of the cheap drum machine seems cute.

SESSION#10 "Ganymede Elegy"



1 Ed bites a bounty
"CAT BLUES" *



4 Jet and Alisa's conversation
"WALTZ for ZIZI" *



6 Jet throwing the watch
"WALTZ for ZIZI" *



2 Jet at Marvis
"The Singing Sea" **



5 Jet chasing Alisa's ship
"ELM" **



3 Ed fishing
"Forever Broke" **

"WALTZ for ZIZI" is a soft melody, with a tremolo guitar that feels somehow Hawaiian. It is used twice, in sequences 4 and 6. ELM, with its melancholy ethnic vocals, pulls at the heart.

SESSION#11 "Toys in the Attic"



1 Jet collapsing
"Alien"



4 Spike looks for Ed
"Alien"



7 Bebop in zero gravity.
"Waltz of Flowers"



2 Faye swooning
"Alien"



5 Spike opening the refrigerator
"Space Noh"



3 Spike rescues Ein
"Space Noh"



6 Spike throwing the fridge
"Cleaning Up"

Closer to sound effects than songs, this episode's sound emphasizes the bass. And, the last cut makes effective use of "Waltz of the Flowers" (from Tchaikovsky's *Nutcracker*).

SESSION#12 "Jupiter Jazz (Part 1)"



1 Laughing Bull
"Sampling Over"



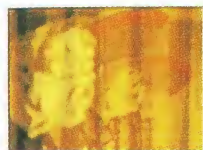
4 Gren's music
"SPACE LION (SAX &
PIANO Ver.)" *



7 BIG SHOT about Gren
"American Money" **



9 Spike and Vicious
"SPACE LION (SAX
SOLO)" *



2 The Elders and Vicious
"Space Time"



5 Gren calling to Faye
"Piano Bar II"



8 Faye with Gren
"SPACE LION (SAX
SOLO)" *



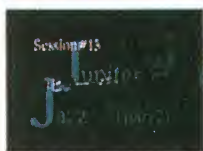
3 Title BGM
"Yamada"



6 First eyecatch
"Well, That's Fine"

Session 12 and 13's theme song is "SPACE LION." The song Gren performs in sequence 4 is the sax & piano version. There isn't anyone other than the performers, who are Gren and a pianist, on the screen.

SESSION#13 "Jupiter Jazz (Part 2)"



1 Previous episode
"SPACE LION (SAX SOLO)" *



4 Spike searching
"WORDS THAT WE
COULDN'T SAY"



7 The music box
"SPACE LION (Music
Box Ver.)" *



8 Gren's monologue
"SPACE LION" *



2 The music box's song
"SPACE LION
(Music Box Ver.)" *



5 Second eyecatch
"Well, That's Fine"



3 Faye and Gren
"SPACE LION (Music
Box Ver.)" *



6 Gren on Titan
"WASTE LAND"

The version of "SPACE LION" which so appropriately adorns the end of this two-parter as the ending theme, is almost full-length – about 6 minutes!

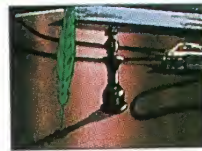
SESSION#14 "Bohemian Rhapsody"



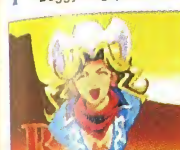
1 Title screen
"Doggy Dog (INST.)" V



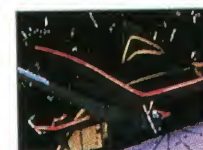
4 Chess Master Hex
"PIANO BLACK" *



7 End of the chess game
"WALTZ for ZIZI" *



2 BIG SHOT and Gate Corp.
"American Money" **



5 Heading for a scrap yard
"PIANO BLACK" *



3 Sharing information
"POT CITY" *



6 Investigating the scrap
"A Horseshoe Crab and
an Ancient Fish"

The song played in sequence 6 is "A Horseshoe Crab and an Ancient Fish," a song with perfectly fishy sitar and ethnic percussion. Did you notice how, as Spike and Faye drew closer and closer to their goal, the wild tempo sped up?

SESSION#15 "My Funny Valentine"



1 Faye talking to Ein
"ADIEU (MEMORY EMILY)"



4 First eyecatch
"Ethnic"



7 Dogfight
"Odd Ones" V



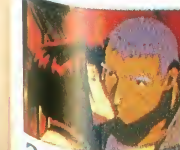
2 Whitney visiting Faye
"Piano Bar II"



5 Jet with Whitney
"NO MONEY"



8 Whitney's arrest
"Piano Bar I" V



3 Faye and Whitney
"MYSELF"



6 Faye running with Whitney
"Bindy" **

Faye and Whitney's brief honeymoon... During scene 3, the song "MYSELF" plays, with lyrics by Tomoko Tane. It's a moody song perfect for the couple that was so good together, if only for a brief time.

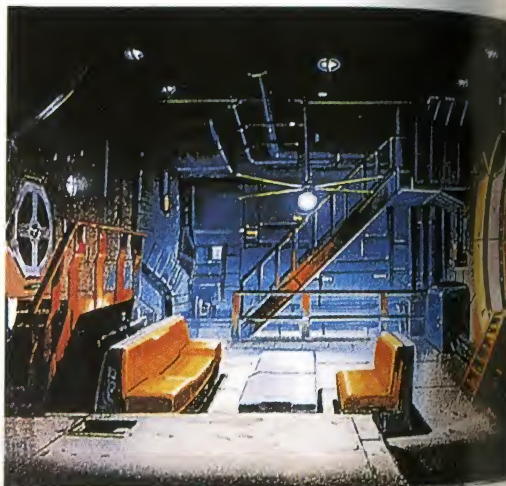
PART II

Art Board Introduction (1)

These are art boards depicting the various planets and buildings that serve as the stage for the series, in full color. From these are born the beauty of Bebop.

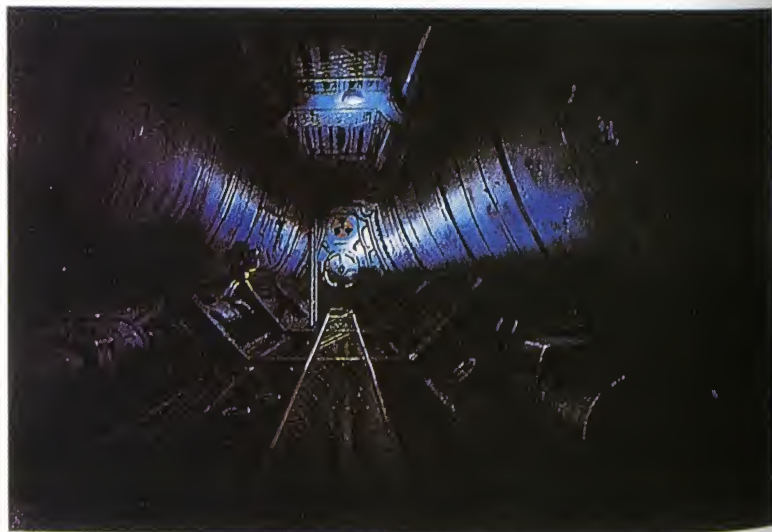
Inside the *Bebop*

The *Bebop*, the home of Spike and the others. Moderately clean, moderately dirty, but completely full of life.



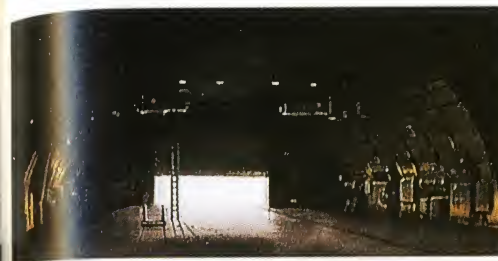
Living Room

The whole crew is often gathered here. The walls are bare, but the yellow sofa helps brighten it up.



Corridor

The corridor on the first floor of the control room. It is visited in Session 11, when the mysterious creature is being exterminated.

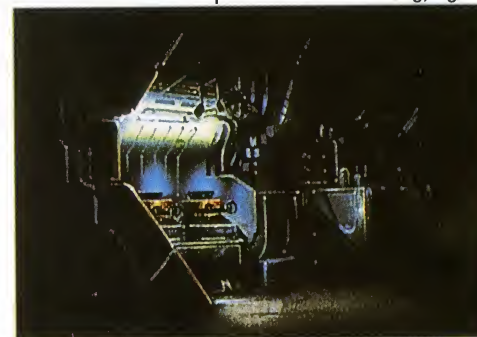


Hangar

Where the *Swordfish II* and such are stored. Quite an open space.

Kitchen

Jet's precious workspace. It's totally dark, but that's not a problem when cooking, right?



Laundry Room

Unlike the kitchen, the room that houses the washing machine is bright.



Bathroom

Originally, it was a shower room for many people, but a bathtub was later added.

Art Director Junichi Higashi

When the producer Masahiko Minami first told me this story about "bounty hunters that travel across space," I got an image of Takeichi Terasawa's "Cobra," and Matsumoto Reiji's space tales, and the like. I thought, "It's probably an out-of-this world story, with a typical SF interpretation of the world." I was mistaken.

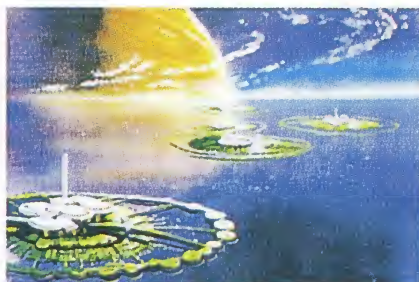
The director told me right off, "I want the art to have variation in the contrast of light, shade, and color, and the feel to be rough so you can't really tell that it's new." But that is difficult. As for me, I think it's good to keep the atmosphere as dry as possible. There are many stories that are inspired by old American movies, but when drawing, I didn't necessarily aim for impact. Rather, I kept in mind a world view that wasn't dark, which would have been more orthodox. (Continued on page 80)

The Stage

The stage for the story changes dizzyingly depending on the episode. Because of that, many art boards are drawn for each of the stages.

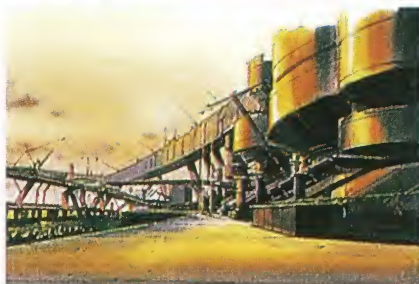
Mars

Dotted with cities built inside craters and canyons.



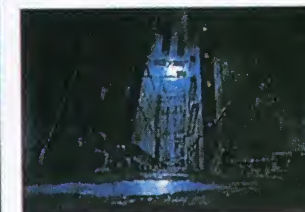
Ganymede

A satellite of Jupiter, where the majority of the surface is covered with oceans.



Venus

Venus, where there are many deserts. Above is the wreck that Stella lives in.



Callisto

One of Jupiter's satellites. There're freezing expanses of desolate land.

Titan

One of Saturn's satellites. People don't talk about it much, but two years ago there was a civil war.



Scrap Yard

Inside an asteroid belt. Man-made satellites and space ships are illegally dumped there.

Shops, Etc.

Bars, restaurants, and other such "shops" appear frequently in Bebop. They all have nice atmospheres.

Open Air Bar

The shop where Spike and Asimov have a scuffle. The signs have Spanish writing.



Bar

The bar Asimov first visited. There's a jukebox across from the counter.



Pet Shop

The shop that Ein was brought to. The green bird flying on the front sign is cute.



General Store

Run by Spike's old friend, Anastasia.

Blues House

Wen performed here. Tables are lined up on the floor, so customers can listen to the performance while eating.



Mack's Diner (Left) & Woody's (Right)

Spike stakes out "Mack's," and Faye stakes out "Woody's" in search of a bounty.

La Fin

The bar Jet's old girlfriend, Alisa, runs. The large, heavy counter draws the eyes.



Rester House

The bar where Gren and Faye met. Has a single piano.

Buildings, Etc.

The varied architecture feels historical. However crumbled they may be, the settings are rich with the smell of life.



Street & Room From the Flashback Scene

Represented with dim lighting and a nostalgic atmosphere.

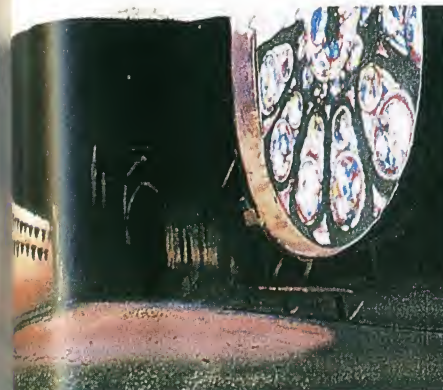


Inside Gordon's Ship

The room of the casino manager, Gordon, which appeared in Session 3. The gaudiness is symbolic of vulgar prosperity.

Opera House

Where Faye and Vicious met. The dignified design is reminiscent of European architecture.



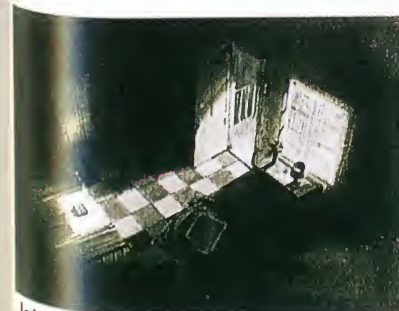
Chapel

The stage for Spike and Vicious's battle. In the actual film, the stained glass was drawn with CGI.



Hotel

The room Giraffe burst into to take back Zebra. The wall opposite the bed is made completely of glass.



Jet and Alisa's House

The room Jet and Alisa used to live in together.



Ed's Shack

This was Ed's place when she lived on Earth. It's cluttered with odds and ends and toys.

Gren's Room

This room has a lot of wooden furniture, and gives off a certain warmth.

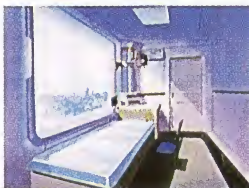


Chess Master Hex's Room

This room lies deep in the ruins of a scrap yard.

The Hospital

The hospital Faye was placed in when she awoke from cold sleep.



The Streets of Mars

The motley atmosphere and signs in Chinese are suggestive of Hong Kong and Taiwan.



Art Director Junichi Higashi

In addition to the artboards that have been checked by the director and producer, I usually make a few more sample boards. Since the stage changes with every episode, there aren't many main boards such as in a regular production, and every episode feels like the first. It's difficult, but on the other hand, it's fresh.

The spaceships and buildings and such that appear in Bebop aren't SF-like creations, and are rather antique, and so they take a long time to work on. I try my best to make it so that even the planets and space stations, which were drawn with CG, don't stick out badly from the background of regular animation. Bebop is simply a TV anime, but as you watch each episode, I want you to feel as if you are in the Bebop world.

Cowboy Bebop

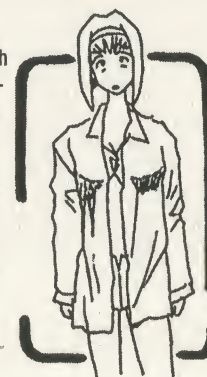
Session #12 ~ #15

Art File (Faye + Guest Characters)

In Sessions 12 and 13, we get a glimpse of Spike and Vicious's past, Session 14 is about a criminal who put a device in the gates 50 years ago, and in Session 15, it's revealed that the mysterious woman, Faye, has a past that truly is a mystery. So it seems there is much talk about the past on the *Bebop*.

Faye Valentine:

Age: 23 - Blood Type: B - Sign: Leo - Birthplace: Earth
57 years ago, Faye was in an accident and cryogenically frozen. She woke 3 years ago, over 300 million woolongs in debt due to being frozen and accumulated interest. She has no memories prior to her revival and her file data was lost in the phase space gate accident. As a result of her only background having to do with debt, Faye's developed a chip on her shoulder. Even her name, "Valentine," was given to her by a doctor after her revival.



Her basic costume is short pants with suspenders and a jacket. Other times she will dress up or get into a bathing suit.



Her sizes are: B 85 cm, W 57 cm, H 80 cm (estimated).



SESSION#12



Laughing Bull:

A vagrant shaman. It's not exactly certain if he is the same person as the Laughing Bull from Session 1.



An executive of the Red Dragons, the largest syndicate on Mars. Had a rivalry with Spike over a woman named Julia. A radical who harbors dissatisfaction with the conservative higher ranks.

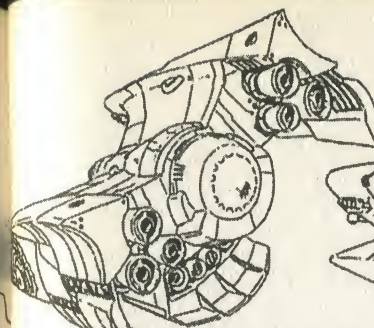


They may be small, but when their three identical faces are lined up together, they have a tremendous impact. They are not three court ladies, but three elders.



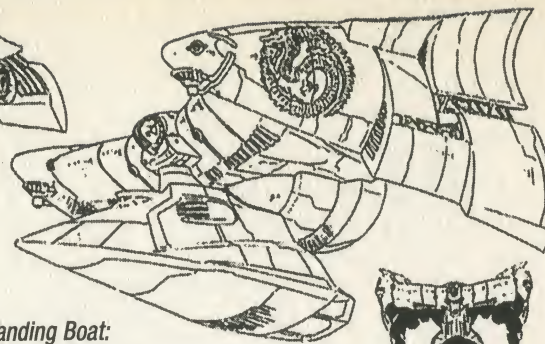
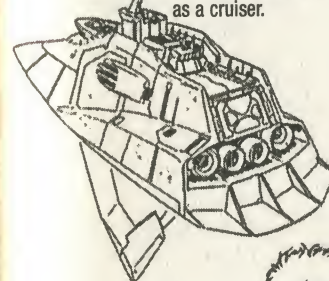
Wang Long:

One of the elders who have the highest authority in the Red Dragons. According to the character designer Kawamoto, "Wang Long, Pin Long, and Suo Long are really the same person."



Red Dragon Landing Boat:

After splashdown, it can act as a cruiser.



Red Dragon Mother Ship:

On the bottom is a landing boat for descending into a gravitational sphere.



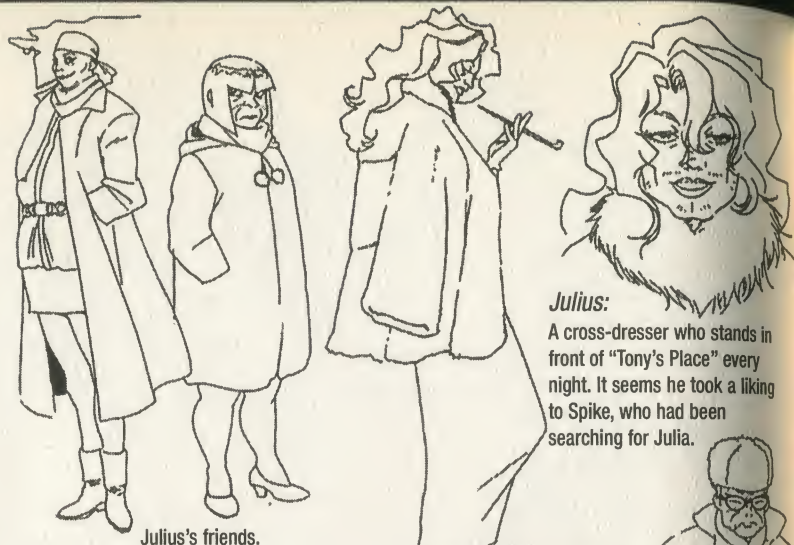
Spike in a Cold-weather Outfit:

In a down jacket, muffler, and slacks, he certainly doesn't look like he has any money.



Man from the Junkyard:

When Spike asked about Julia's whereabouts, he gave unwelcome misinformation.



Julius's friends.

Julius:

A cross-dresser who stands in front of "Tony's Place" every night. It seems he took a liking to Spike, who had been searching for Julia.

Masked Men:

The subordinates of the man in sunglasses. There are a lot of them, but you can't tell them apart.

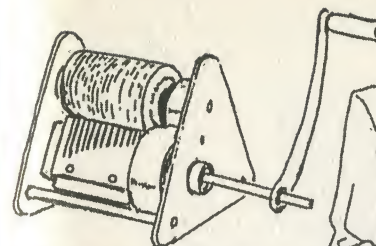


Faye in a Cold-Weather Outfit:

Underneath the jacket is a top and short pants. The gloves are essential in a brawl. "Without these, I might break a nail."



When he heard about Vicious making a deal for Red Eye on Callisto, he plotted to get the money. An unlucky guy. First, he mistook Spike for Vicious, and got severely beaten. Then Gren, who was protecting Faye, hit him with his sax case. By the time he met up with Jet, he was ready to get a real job.



The music box Gren has. It's broken, but the name of the song is "Julia." It seems to be something important to him, which he got from Vicious. The width of the main section is about 3 cm.

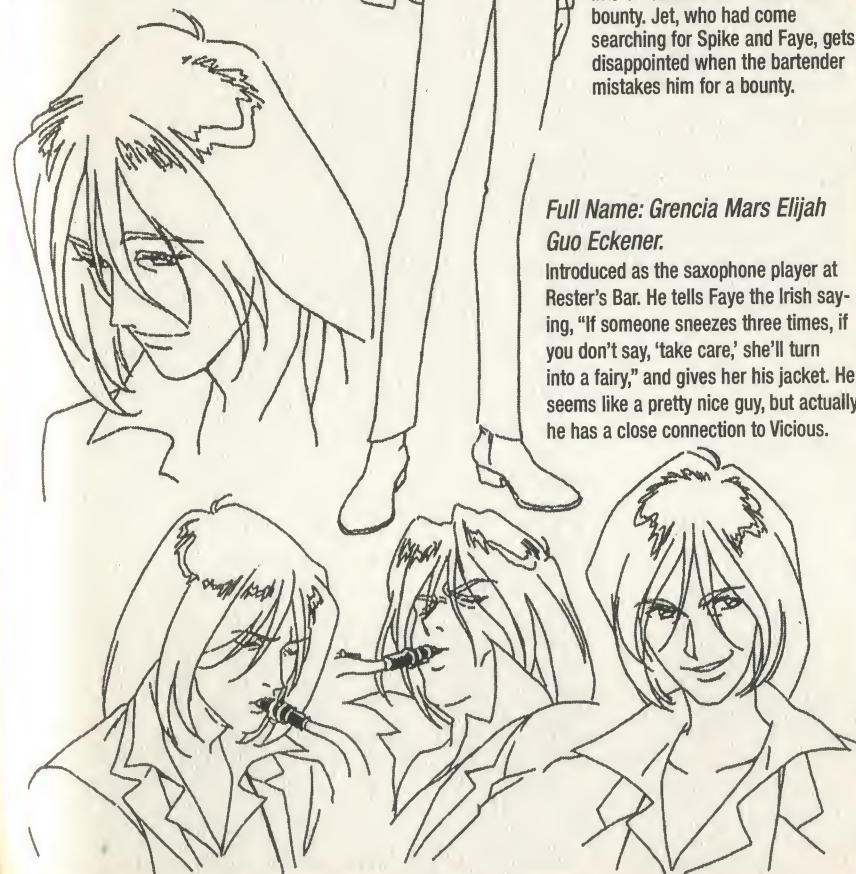


The Bartender:

He works at the first bar Jet went into on Callisto. He himself is a bounty. Jet, who had come searching for Spike and Faye, gets disappointed when the bartender mistakes him for a bounty.

Full Name: Grenchia Mars Elijah Guo Eckener.

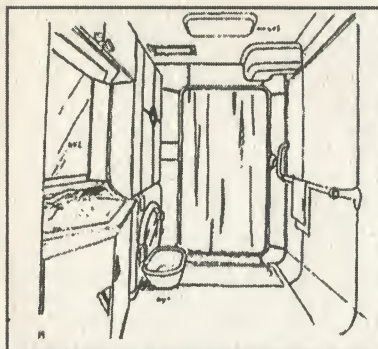
Introduced as the saxophone player at Rester's Bar. He tells Faye the Irish saying, "If someone sneezes three times, if you don't say, 'take care,' she'll turn into a fairy," and gives her his jacket. He seems like a pretty nice guy, but actually, he has a close connection to Vicious.



SESSION#13

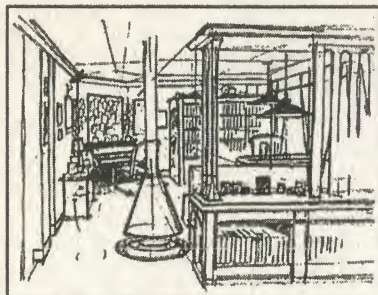
Gren in a Shower Room:

Due to the side effects of medicine he was given in prison, he became hormonally imbalanced and his body became partially female.



Front View of the Bathroom:

Behind nothing but the inside curtain, Faye saw a silhouette...



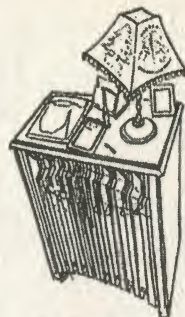
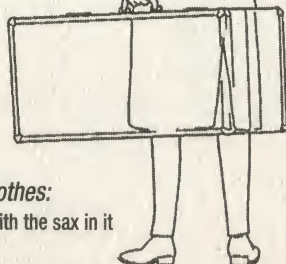
Gren's Apartment:

The cone-shaped object towards the front is the fireplace. And with the wooden furniture, this room has a tranquil feel to it.



Gren in Winter Clothes:

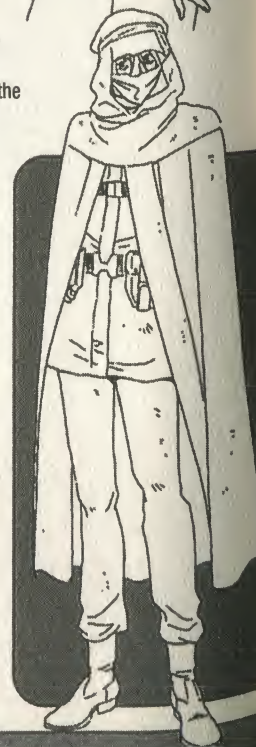
The case with the sax in it is large.



The Telephone Chest in Gren's Room.

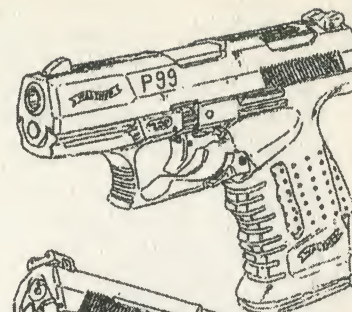


The Phone in Gren's Room:
Vicious phoned Gren with the code for their meeting.



Jet in Winter Clothes:

He came down to Callisto to look for Spike and Faye.

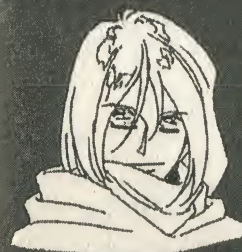


Jet's Gun:

Walther P99. He had this poised when he broke into Gren's room. And there he found Faye, tied up.

Gren at the Front on Titan:

The handle that covers him completely from the head down is for protection against Titans and their wings. At this time, Gren admired Vicious.



Vicious at the Front on Titan:

On the way from Vicious made his first appearance in the form of a very unusual man.

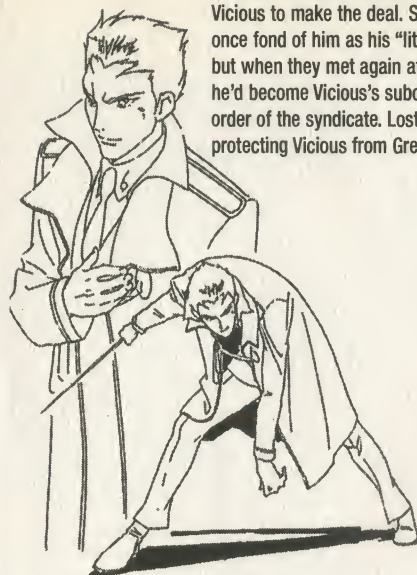


Julia:

The cause of Spike and Vicious's rivalry. Her whereabouts have been unknown for 3 years, but she was on Callisto 2 years ago.

Vicious's Subordinate, Lin:

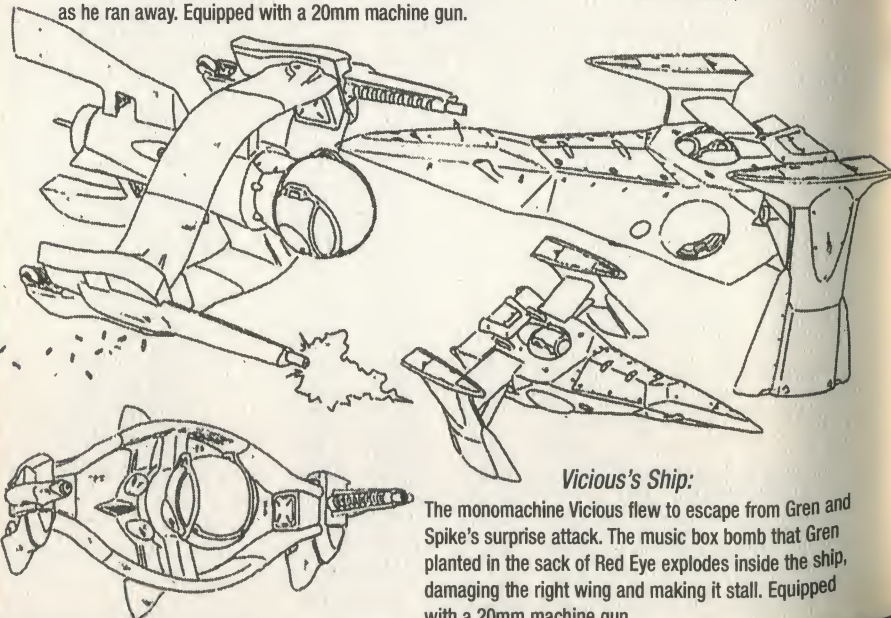
The subordinate who accompanied Vicious to make the deal. Spike was once fond of him as his "little brother," but when they met again after 3 years, he'd become Vicious's subordinate by order of the syndicate. Lost his life protecting Vicious from Gren.



Gren as a Woman:
Hair unbound, left to flow.

Gren's Ship:

The monomachine Gren rode in to chase after Vicious as he ran away. Equipped with a 20mm machine gun.



Vicious's Ship:

The monomachine Vicious flew to escape from Gren and Spike's surprise attack. The music box bomb that Gren planted in the sack of Red Eye explodes inside the ship, damaging the right wing and making it stall. Equipped with a 20mm machine gun.

SESSION#14

Hex is a genius at chess. His last game with Ed stretched over one week.



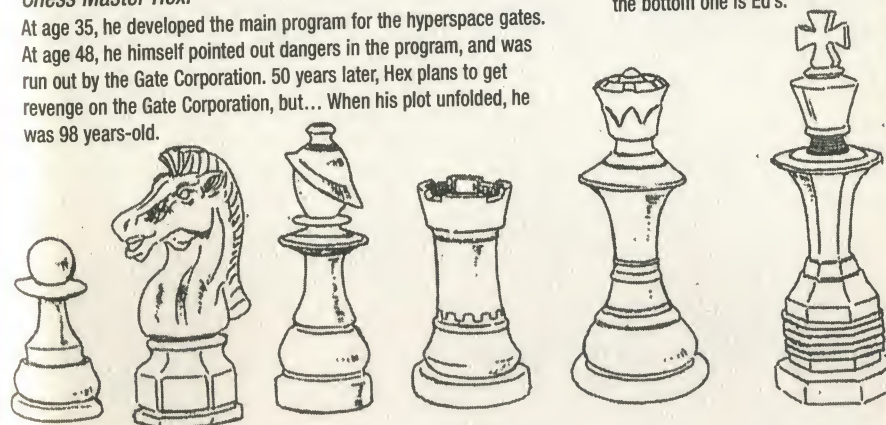
Hex's parrot.



Net Chess Boards:
The top one is Hex's;
the bottom one is Ed's.

Chess Master Hex:

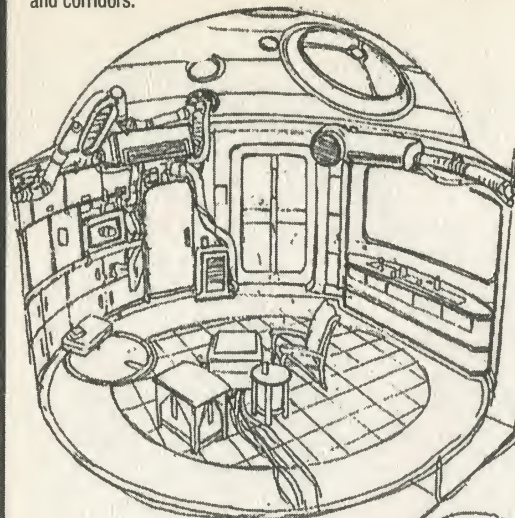
At age 35, he developed the main program for the hyperspace gates. At age 48, he himself pointed out dangers in the program, and was run out by the Gate Corporation. 50 years later, Hex plans to get revenge on the Gate Corporation, but... When his plot unfolded, he was 98 years-old.



Chess Pieces: The piece sent to the gate hackers was the queen.

Hex's Room:

A round room in the corner of the remains, with maze-like ducts and corridors.

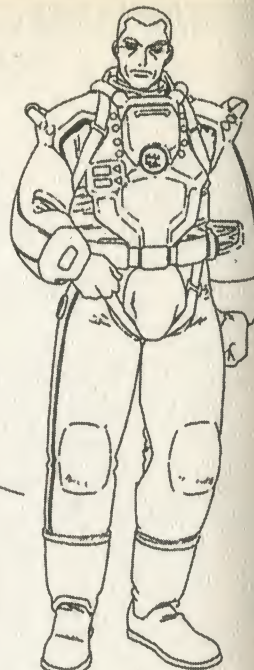


Jonathon:

A bounty hunter like Spike and the others. Bumps into Jet at the entrance to the Gate Corporation. His entire fortune was snatched away by the hacking program Hex made, so he's burning with revenge.



Jonathon in a Spacesuit.

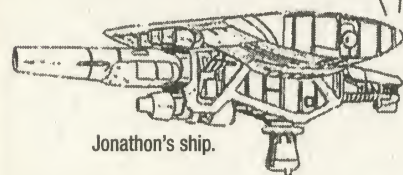
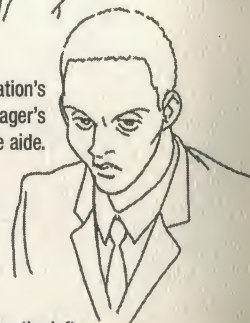


Man from the Gate Corporation:

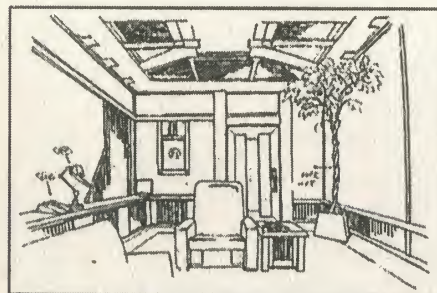
The one in charge of handling the plot to hack the gates. Asks for a response from bounty hunters.



The Gate Corporation's Incident Manager's close aide.



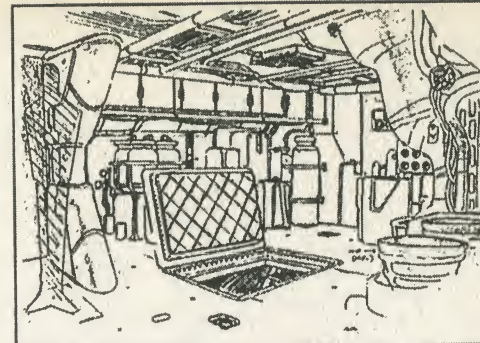
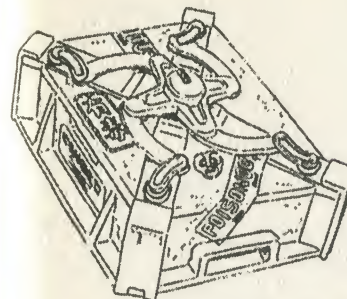
Jonathon's ship.



The Gate Corporation's Reception Office:

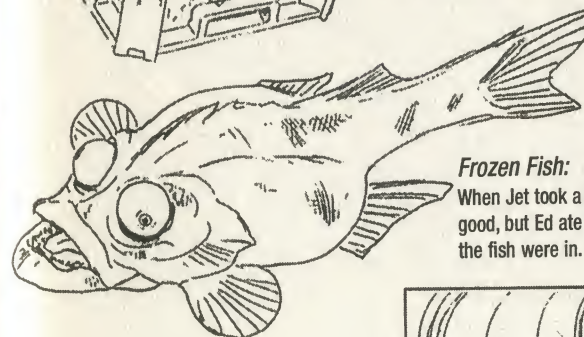
Jet throws a listening device that looks like a cigarette into the potted plant on the left.

SESSION#14



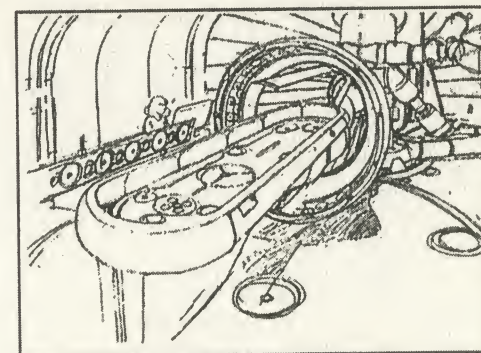
Entrance to the Bebop's Refrigerator:

There is a trap door in the floor of the kitchen, with stairs leading down.



Frozen Fish:

When Jet took a look at it, he realized it was no good, but Ed ate it. Above is the freezer storage unit the fish were in.



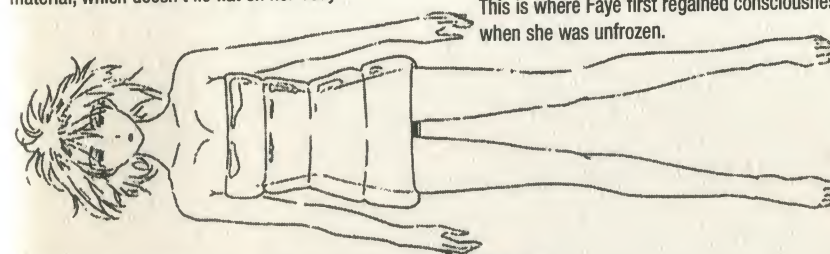
Bed in the Main Treatment Room:

This is where Faye first regained consciousness when she was unfrozen.



Faye Unfrozen:

Wrapped around her is an air mat-like material, which doesn't lie flat on her body.



Dazed from having woken up. Don't her bangs make her look lively?!

Cast and Crew

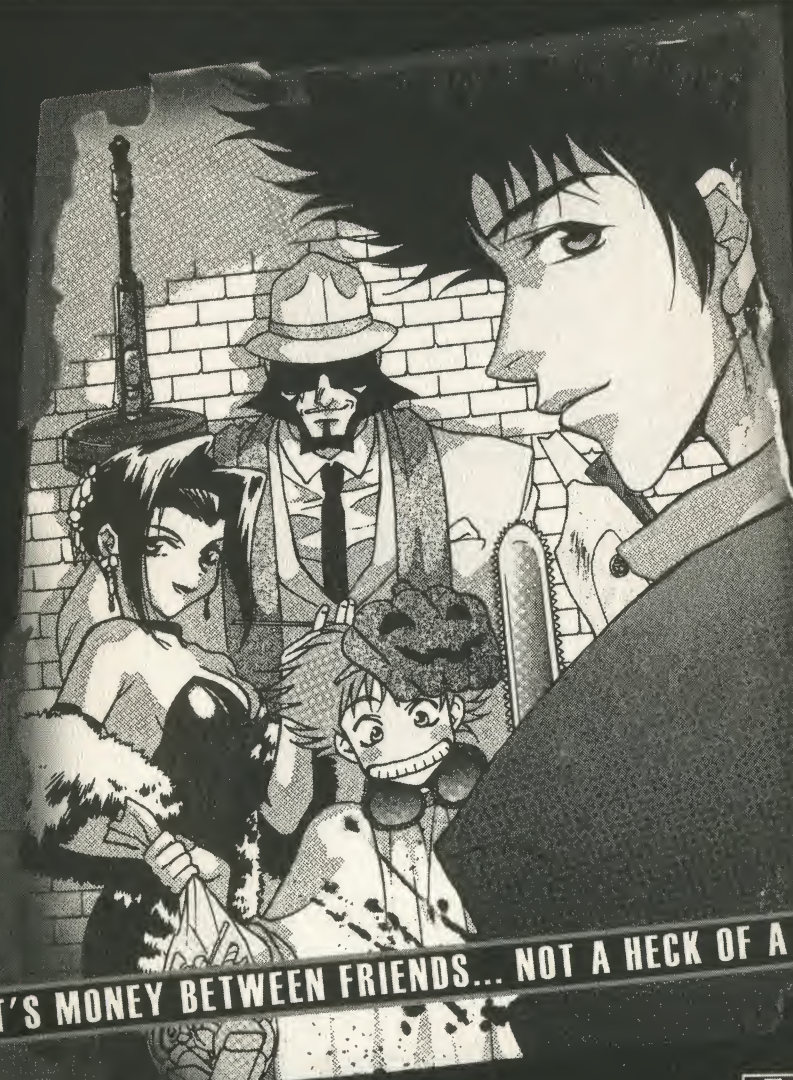
Main Staff

Director: Shinichiro Watanabe
Screenplay: Keiko Nobumoto
Character Designer: Toshihiro Kawamoto
Mechanics Art Design: Kimitoshi Yamane
Set Design: Isamu Imakake
Art Director: Junichi Higashi
Color Coordinator: Shihoko Nakayama
Director of Photography: Yoichi Ogami
Audio Director: Katsuyoshi Kobayashi (A.P.U.)
Music: Yoko Kanno
Animation Production: SUNRISE INC.
Producer: Masahiko Minami, Kazuhiko Ikeguchi
Produced by: SUNRISE INC. & BANDAI VISUAL CO., LTD

Cast

Spike Spiegel..... Koichi Yamadera
Jet Black..... Unsho Ishizuka
Faye Valentine..... Megumi Hayashibara
Ed..... Aoi Tada
Vicious..... Norio Wakamoto
Gren..... Kenyuu Horiuchi

COWBOY BEBOP



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ISBN: 1-931514-86-0

First TOKYOPOP® printing: March 2002

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TOKYOPOP®

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your flight is arriving at the gate...*

he solar system is a cold, inhospitable place, totally unfit for human habitation. But man's got a stubborn streak a parsec wide, and it didn't take long for settlers to carve a niche into even the most extreme environments.

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